PLAYSTATION® MAGAZINE

PSM2

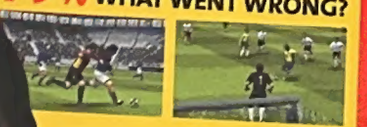
PLAYING PLAYSTATION

TOKYO GAME SHOW: UNCUT!

NEW GAMES EXPLOSION!

WINNING ELEVEN ON PSP

79% SHOCK PSM2 VERDICT! WHAT WENT WRONG?



WORLD EXCLUSIVE REVIEW!

THE WARRIORS

ROCKSTAR'S BOTTLE-CRACKING, LIMB-BUSTING, FACE-KICKING GANG WAR TORN TO SHREDS... ONLY IN PSM2

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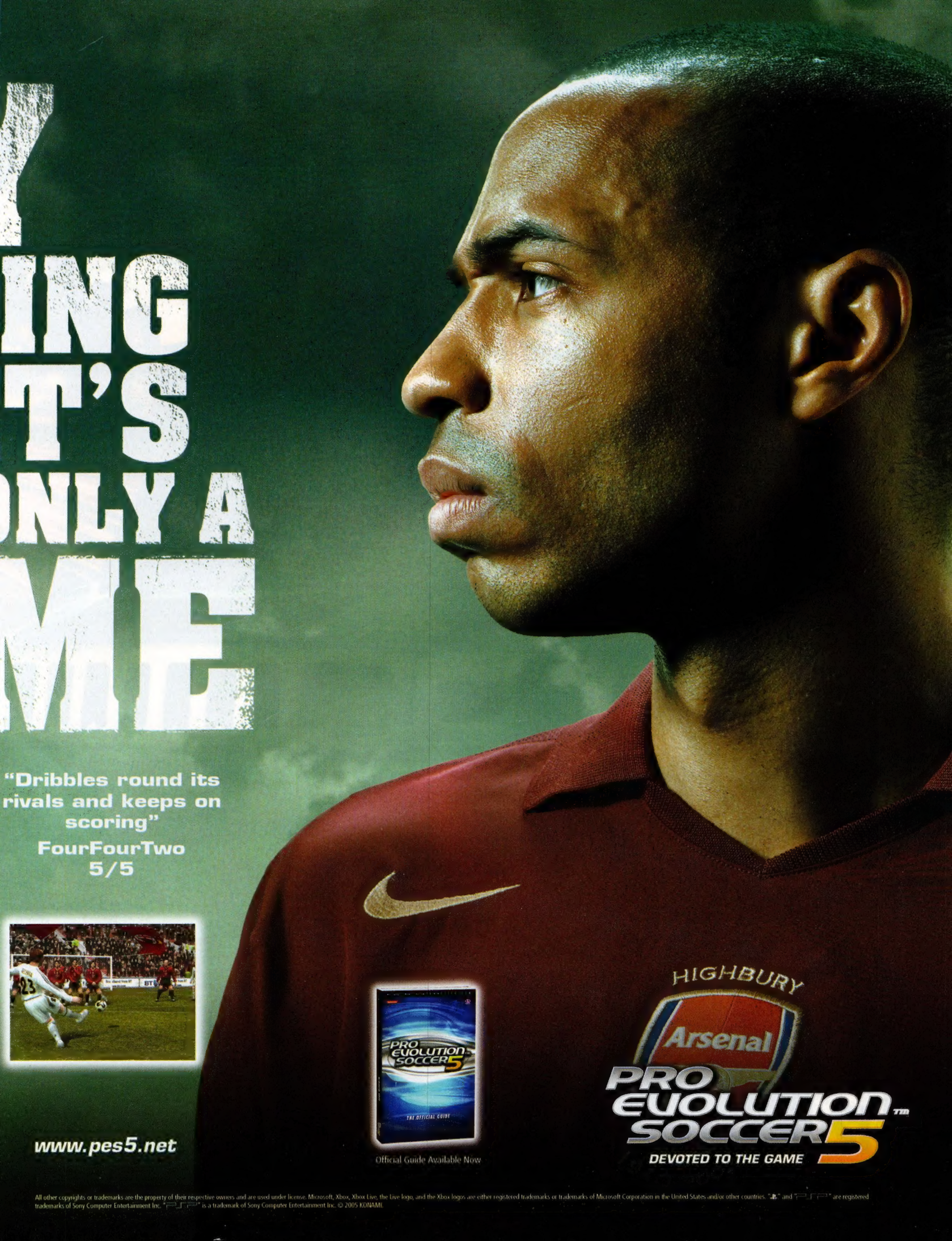

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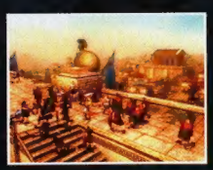
DEATH AS FAR AS THE EYE CAN SEE

9/10
PlayStation 2 OFFICIAL MAGAZINE-UK

You are the Total Warrior. An orphan, raised by the Spartans to fight, chosen by the gods to win, you must prove your worth in the most epic battles ever seen on console.

Fight alongside thousands of fearless warriors, amid blood-soaked battlefields that stretch for miles. Nothing can stop you, not the might of Rome, the wrath of mythical monsters or the evil of black magicians. Master skills, god-given powers and legendary weapons to follow your destiny from Warrior, to Hero – to Legend.

"Spartan: Total Warrior is brutally brilliant"
Official PlayStation 2 Magazine



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15

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PSM2 AT TOKYO GAME SHOW 2006!

New games, new hardware, new excitement. PSM2 bring you all the latest from the Tokyo Game Show including MGS4 on PlayStation 3...

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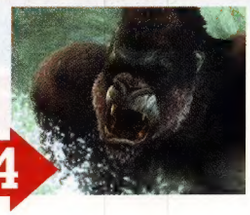
KING KORKER

KING KONG
We all know that Ubi's movie-based smash is a stunner, but here's your first look at the New York levels. See why this monkey is the business.



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SIN CITY

THE WARRIORS
Rockstar's brutal classic film spin-off brings hardcore gang wars to PS2. Read the exclusive first review here, now.

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WASTE NOT

TONY HAWK'S AMERICAN WASTELAND
Tony Hawk returns for his fifth (*fifth*?!) PS2 outing. Ollie on over to our exclusive review.

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HAMMER-GEDDON

FSW:TEN HAMMERS
THQ's tightly-knit *Full Spectrum Warriors* are back for another patriotic tour. It's your duty to read all about it.

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YOU NEED TO WATCH...

ISSUE 68'S FREE DVD

SEE SNAKE BRING THE WORLD TO ITS KNEES. AGAIN.
Witness nine spectacular minutes of the next *Metal Gear*, and get your first true taste of what PS3 is all about. Oh, and there's some game called '*GTA*' on PSP too.

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PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

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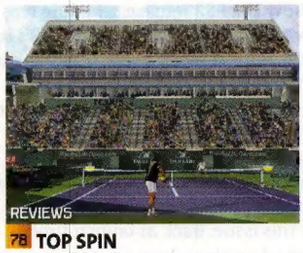

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PSP IS HERE. THE GAMES ARE HERE. EVERYTHING IS GREAT. SO WHY IS MR GRUMPY FROWNING?

When PSP finally arrived in the UK, it was supposed to cure all of our problems. We could stop whinging about how 'Japan had it months ago', and how the PS2 release schedule was 'cruising with sequels'. Thing is, now PSP's here, it's like nothing happened. Sure, it looks great, it works great, but when you've bought and played the five good games available for it you start to wonder whether it's really worth dropping in your bag or not. Hmm.

Fact is that any console lives or dies by its games and somewhere Sony have got their wires crossed. Believe it or not, we'd organised six pages of PSP game news and five pages of PSP reviews for this issue. Back at launch time (September 1st) we'd banked on there being 11 pages worth of great new PSP games every month. In actuality, there's a little over half that. Having reviewed every PSP game at launch, there's almost nothing left. Result? Two months afterwards, we have two PSP reviews – and one of them is a Japanese import game (and a Japanese import of a disappointing conversion of a usually-reliable football franchise at that). What's up? Can't publishers handle it? Once they've converted their racing/shooting/football franchises (and snapped up a few cheap publisher-less puzzle games) can they really be all *spent*?

It's a good job that – once again – Japan is steering us out of the gloom. The lesson has been learnt over there – you can't play *every* game on PSP. Its screen size, screen shape and (let's face it) too-small analogue stick and lack of buttons makes many games impossible. It's time to stop dredging for 'easy' or 'popular' games to convert, and start to *make games designed for PSP*. First-person PSP shooters? Forget 'em. Football games with half the animations missing? No thanks. *Loco Roco* uses the widescreen and two shoulder buttons to *pour* your character around. *Talkman* will make you fluent in any language. *Grand Theft Auto: LCS* brings link-up play to *GTA* for the first time. Even *Metal Gear Acid 2* comes with a 3D viewfinder add-on. Publishers have finally twigged what it takes to keep us entertained – and you can share the love on page 16.

Almost forgot. *Resi 4*, eh? What. A. Game. If you haven't played it, you're already late to the shops. **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

PS2 ON THE DVD

PS2 ON DVD

LATEST

Just in! The very latest in gaming vids...

METAL GEAR SOLID 4

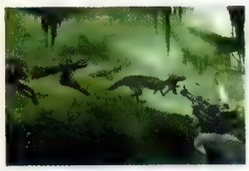
- GTA: LIBERTY CITY STORIES
- THE GODFATHER
- TOMB RAIDER LEGEND
- BROTHERS IN ARMS 2
- SOUL CALIBUR 3
- QUAKE IV
- SOCOM 3
- SSX ON TOUR

HANDS ON

See the best upcoming games in action...

KING KONG

- FROM RUSSIA WITH LOVE
- PRO EVOLUTION SOCCER 5
- MADDEN 06
- CASTLEVANIA: CURSE OF DARKNESS
- BUZZ! THE MUSIC QUIZ
- NHL 06
- SLY RACCOON 3
- DANCING STAGE MAX



REVIEWS

Reviews for new PS2 games with commentary...

LA RUSH

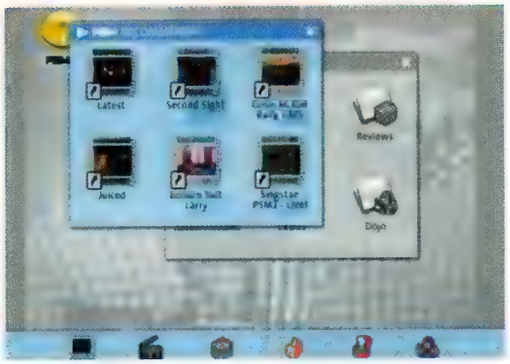
- THE SUFFERING 2: TIES THAT BIND
- CONFLICT: GLOBAL STORM
- TOTAL OVERDOSE
- SNIPER ELITE
- BEAT DOWN: FISTS OF VENGEANCE
- MORTAL KOMBAT: SHAOLIN MONKS
- RAINBOW SIX 4: LOCKDOWN
- TIGER WOODS 06
- FIFA 06

PS3

The next generation – NOW!

- CALL OF DUTY 2

HOW IT WORKS



- **Latest:** Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!
- **Hands-on:** So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.
- **Reviews:** All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down ⊟ to switch to the game soundtrack.
- **Recommended:** Quick links to our personal favourite bits.
- **Extras:** Quirky clips and... well... extra stuff and credits to enjoy.
- **Dojo:** Er, not this month. But coming soon, an exciting new mag and DVD feature! Woo.

METAL GEAR SOLID 4

EXTRAS

Stuff that doesn't fit anywhere else...

- PRINCE OF PERSIA: DEVELOPER DIARIES

PS2 ON THE DVD

PSP ON DVD

It's here! PSP finally arrives in the UK and, in order to get you up and running with movies on Memory Stick as fast as possible, we've included a batch of movies in a special folder on your DVD.

Simply insert the disc into your computer (you do have a DVD-ROM drive on your computer don't you?) and 'Open' the disc. You should see a folder on there called 'PSM2 PSP STUFF'. We recommend that you drag this folder to your desktop, thus copying it there.

Open this folder and you'll find a folder called 'Movie Files' (and one called 'PSM2 Reviews To Go' – more on that to the right). Open this folder and you'll find folders for loads of PSP games. Inside each of these is a PSP movie ready to be played on PSP.

Connect your PSP to your PC and make a folder called MP_ROOT next to your PSP folder. Make a folder called 100MNV01 inside this. Now copy these movie files (all called M4V... etc...) into this folder. Now just eject, disconnect, then click and play from your PSP's Video menu to view.

PRO EVOLUTION 5

DAXTER

PSP

The latest PSP videos...

PRO EVOLUTION SOCCER 5

- CODED ARMS
- DEATH JNR.
- DAXTER
- BURNOUT LEGENDS

PSM2 REVIEWS TO GO

- Want the ultimate source of all PS2 knowledge in your pocket? Then load up your PSP with Reviews To Go!

Simply insert your DVD into your computer (as described above) and open the 'PSM2 Reviews To Go' folder. Then do as it says – copy the files inside the next folder into you PSP's Photo folder – you'll need 4.6Mb free. No 'Photo' folder? Then your stick needs formatting. On the main menu head left to 'Settings', down to 'System Settings' and then press ⊗. Now go down to 'Format Memory Stick' and press ⊗. Hit ⊗ again and your stick'll be wiped and a set of folders created on board, including the 'Photo' one you need for our reviews to go.

Drag the two 'Reviews To Go' files into this 'Photos' folder. Now eject your PSP and go to your Photos menu. You should see two files. One contains all our PS2 scores, one all our PSP scores. Select the one you want in order to view it.

Got a long thin strip on your screen rather than a massive all-conquering database of every game ever reviewed? Then press ⊗ to bring up the options. Choose 'View' and click it to switch to widescreen. The full Reviews To Go will appear. Use the stick to scroll.

QUOTE OF THE MONTH: "IF I WANTED TO BE BEATEN BY DRUG PUSHERS, I'D MOVE TO HULL"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

FINALITY FANTASY

"MY APPEAL? PEOPLE, FINISH YOUR GAMES"

Dear PSM2,

Has anyone else out there noticed that more and more game endings are becoming boring and uneventful? The last levels and ending of a game should be far better than the beginning, but end up being far weaker than the opening scenes and first levels. Look at games like *Killzone* or the *Onimusha* series. Games like this feature spectacular FMV and cut-scenes from the very off, with some great levels and missions, but by the end they've become dull and boring. The reason? Not enough people are getting through their games, so developers are focusing on the games being great at the start, and leaving the rest of the action bland and boring because they know nine out of ten people won't play even halfway through it. This is my appeal – please, people, finish your games, and then maybe good, hard-working players like myself will get the final levels and endings that we deserve. After all, what's the point of buying a game if you aren't going to finish it anyway?

Keith Weaver, Aldford

Well, there's more to games than just the finish line, so there's no point in completing them if you're not enjoying yourself. Some 80% of gamers, say Sony, won't complete a title that they buy. That's either a lot of people unhappy with games or, more likely, a lot of people who just don't have the time to complete games that have been artificially lengthened for the sake of phantom value and an impressive bullet point on the back of the box. Too many games are, erm, premature with their climaxes, meaning we get our money shots (rather than our money's worth) at the outset of a game, while the rest of the experience is left to wither like an unwanted grandparent. We need more games like *God of War* – short, sharp, furiously brilliant experiences that clock in at around 'only' eight hours – to sit next to the army of hollow *GTA* wannabes.

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks... Oh, PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

PS3 FOR DUMMIES

Dear PSM2,

I have been reading articles about the brand new, super cool, totally awesome PS3, but they seem to go on and on about Cell chips and a whole bunch of other stuff that no-one understands. SPEAK ENGLISH, MAN! All I want to know is when PS3 is coming out, how much it will cost and what games are coming out for it. Us simple-minded gamers can only take in so much.

Kimberly W, London

P.S. Andy is really cute and I love his Scottish accent.

Well, here's our PS3 guide for the hard-of-thinking: it'll have one million graphics, and enough gameplay to keep those infinite monkeys away from their infinite typewriters for a good few weeks. You can stick a magic wire up its bum that will let it eat music and videos. Also, Andy's not really Scottish, you know. He's just putting it on in order to win a really lucrative bet.

HOLLA OAKS

Dear PSM2,

I've been thinking about the state of consoles ten years from now, since Sony announced that it would like PS3 to last until 2015. Where are they going to take the games industry then? Are they going to enable us to produce our own movies? Maybe Mr Ken Kutaragi could copy Mr Gene

GOIN' POSTAL

DANTE LOOK NOW: Imagine 'being' *Devil May Cry*'s hero. Our knees weep at the thought.

SPEAK TO THE TEAM NOVEMBER 4TH

CALL THE PSM2 HOTLINE!

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YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday September 9th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"GTA ISN'T THE NATURAL LIMIT OF ADULT GAMING"

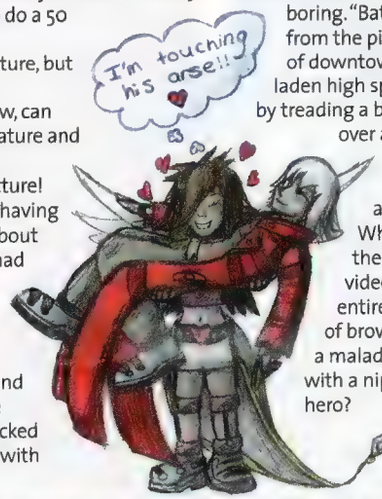
Roddenberry with his Star Trek idea, and come up with a holo-deck. Just think, you could actually be Solid Snake, Dante, the Prince of Persia, Sam Fisher or any games character you choose.

Alex Allen, London

Holla deck? Have you maybe just independently invented the mobile phone through the medium of a brilliant typo? And we'd hate to 'be' a games character. They leap, thrust and die like maniacs so we don't have to. We'd not even make it past the opening cut-scene without having to ask for a priest.

PLAYGIRL

So you'd really love a picture of the PSM2 crew, would you? Well, I'd really love for you to do a 50 sexiest game characters feature, but we can't have everything now, can we? Do the feature and I'll draw it. No feature, no picture! I've also been having odd dreams about game guys. I had one where Dante and Vergil were showing me handstands, and this other one where I got locked in a bedroom with Sephiroth. I don't have to explain what happened next.



Laura DM, Liverpool

Laura. *Laura.* It's not you, it's us. Like we said last month, such a feature just isn't our bag at the moment. All your efforts haven't been for nothing, though – you get to share another of your amazing pics with the rest of PSM2's readers. Does this mean we can still be friends?

CRIM REAPER

►Dear PSM2,

I have a problem with violence and crime in gaming. Not its effect on the moral fibre of our youth (they've been a bunch of crack smoking, knife-wielding maniacs for years now), but the fact it's becoming so deeply boring. "Battle your way up from the piss-drenched alleys of downtown to the drug-laden high spot of chief Mafiosi by treading a blood-drenched path over all your dead and mutilated former enemies." What, again? Do I have to? Who said we wanted the majority of videogames to be entirely coloured in hues of browny-green and have a maladjusted psychopath with a nipple stud as their hero? I mean, if I wanted to spend a lot of time in vomit-spattered back alleys being beaten up by drug pushers and prostitutes, I'd move to Hull. Though I'm not saying we should just relapse to the old days when everything was as simple as some big ugly bloke having stolen your girl/princess/dog so grab your magic armour/pixie dust/dog whistle and go rescue her.

We definitely need more *Psychonauts* and less petty hoodlums. *GTA* is awesome, but that doesn't mean it's the natural limit of adult gaming. Bring back the technicolour.

Ben S, via email

Well, that's a summation of something we refer to as *GTAngst*. You're right. Few publishers understand quite why the PS2 *GTA* games have been so outrageously successful, but it doesn't stop them. And, once one developer discovers a Coca Cola-style secret formula for success, everyone wants a piece of it for their portfolio. You won't be buying Konami's *Crime Life*, then?

PHONE PSM2 WITH: WHAT'S 2005'S SAN ANDREAS? SOFT KISSES

SO C'NT: Will this rapper's first videogame foray [illegible] PS2 owners away for life?

BIG WORDS
When the PSP price comes down, I bet that 100% of gamers will get one.
James H, Bolton

This letter arrived on a piece of paper the size of Scotland.

SPARE SOME CHANGE?
MY MATE CAME UP TO ME AND SAID THAT HE FINISHED GTA ON PSP IN 3 HOURS I HAVENT SLEPT PROPELY FROM THAT DAY PLEASE TELL ME THAT FU**ING MOTHERF***ING PRIC* WAS LYING
Sazzad, via email
Anyone writing in ALL CAPS gets reported to Chuck Norris.

MUM'S THE WORD
My mum says playing games won't get you anywhere in life.
Mark Rettie, via email

Well, she's wrong. Games made us the men we are today. Oh.

YAY FEVER
Are u as excited about PS3 as I am?
Jonny L, Blackburn
Probably?

HAIR TO THE THRONE
To Dan D: What were you thinking?! You shouldn't have taken any crap from anyone who criticized your hair. It looks cool!!!
Sims fan, Canterbury

Dan D's hair is unavailable for comment at this time, thanks to an exclusivity deal with Hello! magazine.

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

SEVENTH HELL: Do you really find virtual ladies sexy? Even the scum-ugly, orange-faced ones?

GIRL POWERLESS

►Dear PSM2,

I played *Resident Evil 4* on the Cube and there's one problem I have: the look-after-the-helpless-girl nonsense. Any idea if this is going to be changed for PS2? Obviously the whole game and story cannot be changed, but is it going to work differently in any way with the dumbass girl that can't use a gun? She's so annoying.

Anthony Lowe, Birmingham

Hey, be careful what you say about Ashley – she's the US president's daughter. Seriously, what's the problem with her? She's an absolute delight to escort, as she's so well behaved, never gets in the way and shocked us with that thing she says in the ending sequence. You'll see...

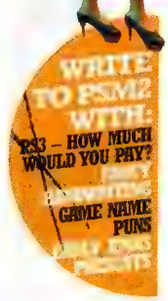
THAT BLONDE GIRL

►Dear PSM2

I am writing about that *7 Sins* game. It's very kinky, especially that blonde girl – she's a bombshell. Now, I like a lot of games, but games like this and *The Sims* and others where you make relationships with people are games where I need more info! I would like some screenshots of naked women, especially the blondes in *7 Sins*, because they are hot! OK? Could you do that for me?

Callum, Parts Unknown

Sure! Just be aware that the going rate for taking nudey screenshots from horrendous PS2 sex 'em ups is currently £380 per hour.



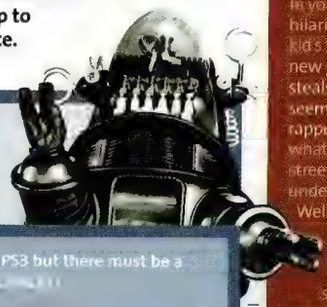
PSUX?

►Dear PSM2

What happened with Sony's PSX? Is it still coming out in the UK? If it is, wasn't its release date before PS3?

Sam Evans, Essex

Nope, you can forget getting a PSX without having to import one of these PS2 + DVD writers from Japan. The device was, pretty much, a disaster – despite looking like an iceberg, it ended up taking the place of the Titanic. Best chalk it up to experience.



►ASK THE PSM2 ROBO-MIND

Technical question? ROBO-MIND HAS INFINITY+1 ANSWERS!

LASER BONES

►Dear Robo-Mind,

My PS2 keeps getting a disc-read error when I play *San Andreas* – the mechanism inside just seems to judder, but is perfectly fine with *MoH* and most other games. Is it knackered?

Andy Ilot, via email

THE SIM-PS3-NS

►Dear Robo-Mind,

I was wondering if you know how much PS3 is going to cost and how much its games will be?

A Mysterious Reader, Unaddressed Envelope

of PS3 RRP, but there are some moderately

SOME THREESOMES

►Dear Robo-Mind,

When it's launched, will PS3 play PSone and PS2 games? In PSM#65, you said that PS3 takes three types of memory card – what are those types? And will a US PSP play UK games?

Ian Redman, Basingstoke

saves into your new PS3 but there must be a

LOST MEMORY

►Dear Robo-Mind,

How do I copy files from one memory card to another? I just don't get it!

Mark Crick, Cheltenham

DEATH WISH

►Dear Robo-Mind,

I'm fed up with you taking up valuable room in the letters page. Hurry up and kill yourself!

James Lovatt, Bournemouth

grand theft auto San Andreas™ RANTBAG

Your letters about the best game in the world. And its competitors...

Four Play

►Dear PSM2,

Here's what I think should be in the next *GTA*. 1) A theme park for you to buy and use with your homies. 2) A two-player career, where your partner could be used for back-up during a bank robbery. 3) Electronic/furniture shops. Electronics to use, such as state-of-the-art Hi-Fi systems and plasma screens, plus furniture to decorate your houses. 4) There should be a skateboard instead of a BMX, and maybe Lamborghinis, dragsters and a hot air balloon for your gang to get into and shoot old grannies.

Anon, via nameless letter

1) Sounds like fun, but we don't think Rockstar will jump at creating such an elaborate feature just for the sake of watching the world go by. Drift-by shootings on the Ferris Wheel? Glad I'm not in charge of main scare missions? Maybe.

2) Yep, we'd love to have that.

3) Furniture, maybe, but lets not confuse this with The Sims. As for sitting around watching plasma screens, isn't this getting reality and virtual reality a wee bit mixed up?

4) Yes please. GTA will always be a playground for increasingly mad vehicles and the zanier and more chaotic the better. Just leave it with the grannies tho.

Leisure Cent-er

Dear PSM2,

In your last issue you featured a hilarious video of every white, suburban kid's favourite rapper, 50 Cent, in his new game *50 Cent: Bulletproof*. In it, he steals a briefcase of money from what seems to be innocent businessmen. The rapper slurs, "What's mines is mines, what's yours is mines. I run these streets, this whole city is mines. I never understand how people forget that. Well, I really hope the whole city isn't his because his game looks like a blatant take-off of *San Andreas* and he seems to be incapable of saying 'mine'. I feel sorry for the people at Rockstar North, with the amount of crap *GTA* rip-offs out there it's embarrassing. *The Getaway* wasn't bad, but since *San Andreas* has come out we've been flooded with poor quality games that feature gangsters with huge egos. *50 Cent: Bulletproof* looks to be just as egotistical as his crappy music, portraying him as some sort of superman that doesn't actually fight crime. However, I do think the game will sell lots of copies thanks to his wide fan base of middle class kids from the suburbs. Anyway, thank you for the video, it's very funny and I can't wait to see more funny previews of his fascinating game.

Jack Sharp, via email

We're not sure how to respond to your letter about 50 Cent's game. It's not something we've ever had to deal with before. Maybe we should just ignore it and hope it goes away.

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Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

MGS4 DAZZLES, PS3 NOT PLAYABLE

TOKYO GAME SHOW 2005

PS3 STORMS TGS 2005

PSM2 jets to Japan to rate *MGS4*, *DMC4* and the latest PSP games. But where was playable PS3?

The halls of the Makuhari Messe need air-conditioning. Badly. It's hard enough scrambling around the football pitch-sized halls of the Tokyo Game Show, but the oppressive heat and constant queuing almost strangled our enthusiasm for the main event – genius developer Hideo Kojima's unveiling of *MGS4* on PS3. Did it deliver? Yes. Did it amaze? Sadly no. But at least the nine-minute trailer (on your DVD this month) tempered the show's biggest disappointment – no playable PS3s.

With high profile showings from Microsoft and Nintendo – albeit via their wannabe media centre or a "nun-chuck" controlled comedy-console – the heat was on Sony to unveil a playable, games-based PS3. But, despite last month's assurances to the contrary, Sony's console failed to show. There was one unit on the floor, encased in bulletproof plastic, but hands-on play was restricted to developer-only showings in private meeting rooms. Sony did reveal, though, that there are over a hundred games in the works for its much-hyped console, including new titles like Koei's *Fatal Inertia*, Sega's *Sonic Next-Gen* and Ubisoft's *Assassin*, with plenty of unannounced titles on its roster.

Sony's focus instead was a video recap of PS3 titles from E3. There were several new additions to the still-impressive demo reel, but aside from *Metal Gear Solid 4* and familiar footage from *Resident Evil 5* there were scant few titles that'd encourage people already on board the PS3 wagon.

This year's TGS was a last hurrah for PS2. Trusty franchises like *Siren* and *Kingdom Hearts* reared their heads, and Japanese RPGs and mecha games that will never see daylight in the West drew hour-long lines of those who braved the (equally packed) trains to trek to the show. The bevy of cosplay and booth babes probably didn't keep people away either.

The PSP witnessed a resurgence with interesting, smaller-budget games like *Loco Roco* and surprisingly effective translation utility *Talkman* that eschew the PS2 port curse and focus on simple, innovative gameplay ideas. See page 36 for all the PSP latest.

PSM RECKONS *What happened to PS3? After the show, Sony exec Masatsuka Saeki asserted that Sony could have shown playable code, but chose not to, as it was the first time PS3 had be shown on home soil. Sounds fishy to us, but it'd rash to assume that PS3 is behind schedule – it's more likely Sony don't want to detract attention from PS2 or PSP. Latest whispers suggest that Sony will have a huge presence at the Consumer Electronics Show (CES) in Las Vegas in January 2006 – will this be our first hands-on? We'll be there just in case.*

Look. See? Big Boss has got his patch on the right eye. So this old bloke is someone else...

NEW TARGETING SYSTEM

Look closely at Snake's eye thing and you'll notice it says "Solid Eye System". The trailer indicates that this is some kind of HUD, helping Snake analyze the battlefield. At first we thought this was Big Boss, but noticed which side of his head it was on – Big Boss lost his right eye. So this *is* Snake, right? Right?...

WHERE IS HE?

Judging by the architecture and the dusty, sun-soaked environment, it seems Snake is somewhere in the Middle East. If you listen to the trailer carefully, you can hear traditional Middle Eastern music playing softly, adding further weight to the idea that he's somewhere like Iraq or Kazahkstan. Hmmm...

WHAT'S WITH THE 'TACHE?

Snake is much older than he was in *MGS2*, as his craggy face and questionable moustache prove. We reckon he's about 45, which would mean *MGS4* is set around ten years after the second game. That said, why does Otacon still look so youthful? Could Snake's face be a disguise?

WHAT'S HE INJECTING?

Avid *Gear* fans will remember that Snake was infected with the same FOXDIE virus that killed Liquid Snake. Could this serum be an antitode to stave off death? Perhaps Snake will have a stamina meter (similar to the one in *MGS3*) to indicate his health?

CIG TO DEATH: Snake wheezes, while the Otacon robot looks for its lighter.

METAL FEAR: The new organic-style Metal Gear's will be all over the battlefield.

KNIFE WORK: The knife suggests Snake will still rely on his CQC combat skills.

TOKYO GAME SHOW 2005

PS3 STORMS TGS 2005

METAL GEAR SOLID 4: GUNS OF THE PATRIOTS

Forget pre-rendered trailers – Kojima shows us what PS3 is *really* capable of...

Ever since Koj fooled the world by hiding Raiden's starring role in *MGS2* almost until release day, we've been wary of any new trailer he unveils at events like TGS. And with little else of note on PS3 at this year's show, it was up to Kojima to startle the world with impressive visions of things to come.

The first thing that sprang to mind when we saw *Metal Gear Solid 4: Guns of the Patriots* was, "Uh-oh, more pre-rendered footage." But Kojima, smart guy that he is, saw through our simple misgivings and wowed onlookers with a live run-through of portions of the demo in real-time – mostly by playing with an array of camera and lighting effects. He paused the trailer and swung the camera around manually, silencing the critics with true realtime produced graphics. It's official – PS3 games will look *this good*.

While the TGS demo was lacking in actual gameplay footage, sources suggest a new alignment system, whereby Snake's in-game actions determine which side he's fighting for.

PSM RECKONS *The MGS2 trailer was just as staggering at E3 in 2000, and after much debate, turned out to be genuine in-game graphics. We're equally optimistic, but knowing Koj, suspect he's got a few more twists up his sleeve. He dropped some hints about the concept of disguises at E3...*

"IT WOWED EVERYBODY. IT'S OFFICIAL – PS3 GAMES WILL REALLY LOOK THIS GOOD"

WHAT WE KNOW ABOUT MGS4...

- Snake will not die, nor is it the end of the *Metal Gear* series. And it *will* launch in 2006.
- This is the last *Gear* game that Kojima will direct. He's off to head up a new 'special' project.
- The game takes place several years after *MGS2*.
- Metal Gears – now partially organic – are commonplace on the battlefield.
- Customization options with over 100 weapon combinations are promised.
- Otacon returns, supporting Snake via a tiny robot. His statements in the trailer are big clues to the game's final form.
- The FPS section of the trailer is a joke, and a comment on modern shooters.
- As predicted, destructible environments will feature heavily. Hence 'No place to Hide'.
- Snake's actions will affect the enemy psychologically. 'Trust' is a key gameplay element.

TOS TAKEOUT
Hideo Kojima announced (again) that he's going to be leaving the *Metal Gear Solid* series behind after *MGS4*. Character designer Yoji Shinkawa is expected to leave with him.

GAME OF THE SHOW (NON-PLAYABLE):

1. METAL GEAR SOLID 4: GUNS OF THE PATRIOTS
2. RESIDENT EVIL 5
3. DEVIL MAY CRY 4

Things are hotting up for the PlayStation 3, but we've yet to lay a hand on a game. All will, however, be forgiven if titles like the jaw-dropping *Metal Gear Solid 4* and frankly rather frightening *Resident Evil 5* come close to following up on all their teasing.

BEST PS2 GAME:

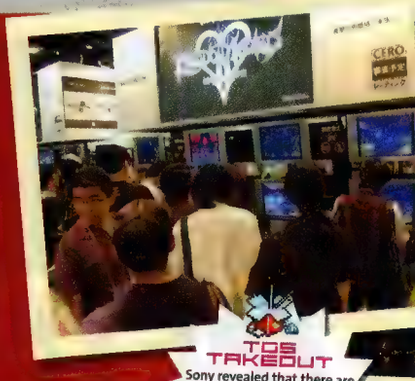
1. RESIDENT EVIL 4
2. KINGDOM HEARTS II
3. METAL GEAR SOLID 3: SUBSISTENCE

The long wait for PS2 owners out for zombie blood seems to have been worth it as *Resident Evil 4* has been brought over intact – with a few new goodies too. There were many sequels at the show, but the quality of games like *KH2* and *MGS3: Subsistence* proves this isn't necessarily a bad thing.

TOS TAKEOUT
Capcom's *Street Fighter 3 Double Upper* for PSP features not only all the content that made its console counterpart a hit, but also four new playable characters.

PSM2 TOKYO GAME SHOW AWARDS

We run through everything TGS had to offer and give kudos to the games we thought really shone through.



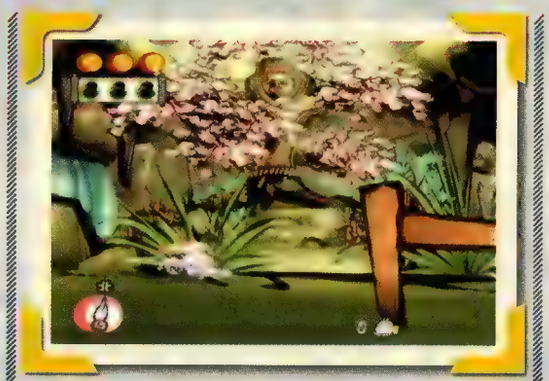
TOS TAKEOUT
Sony revealed that there are currently 102 PlayStation 3 games in the works. While many of those have been announced, there are still some question marks on the list.

BIGGEST SHOCK:

1. PSP MAKES A COMEBACK WITH SIMPLE GAMES
2. UNPLAYABLE GAMES
3. MIA GAMES

For all its power, PSP's saving grace seems to be the raft of simple games in the offing. We were also shaken (nay, appalled) to see so many games show up in unplayable form – but at least they were *there*, unlike big-hitters like *Gran Turismo* for PSP.

TOS TAKEOUT
Konami brought out a new contraption for the PSP called the Solid Eye – a stereoscope-like cardboard viewer you place over PSP's LCD that lets you watch the action in faux 3D.



GAME OF THE SHOW (PLAYABLE NON-SEQUELS):

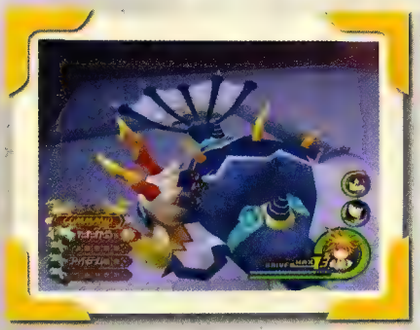
1. OKAMI
2. LOCO ROCO
3. SHADOW OF THE COLOSSUS

With non-playable sequels taking up so much space, we wanted to reward the fresh ideas. *Okami* is the most beautiful game you'll see this year, while *Loco Roco* could well be the most fun. And *Colossus* is looking great thanks to its spruced up frame-rate. We can't wait.

BEST ACTION ADVENTURE:

1. RESIDENT EVIL 4
2. METAL GEAR SOLID 3: SUBSISTENCE
3. ONIMUSHA: DAWN OF DREAMS

Killing zombie-esque villagers probably shouldn't be this fun (in fact, nothing should be as much fun as *Resi 4*) but it is. The 90-minute lines to get hands-on with *Resident Evil 4* tells us that it's just as popular in Japan as it is throughout Europe. We're certainly digging all the new stuff added to *MGS3: Subsistence* and the new *Onimusha* game plays just as ferociously well as its series forebears did, and is looking very good indeed.



BEST RPG:

1. KINGDOM HEARTS II
2. FINAL FANTASY XII
3. ROGUE GALAXY

Kingdom Hearts II has everything a Disney-loving RPG fan could want, while Square Enix's other guaranteed hit, *FFXII*, takes care of those stonehearted folks with a dislike for the realtime battle. *Rogue Galaxy* by Level 5, on the other hand, looks like a cartoon and plays like a space-age pirate RPG. Yeargh!

BEST PSP GAME:

1. LOCO ROCO
2. EVERY EXTEND EXTRA
3. TOKOBOT

While there are still ports aplenty on Sony's portable, TGS proved that there are some developers who are willing to get a little funky. Controlling *Loco Roco*'s blobs is bliss while Tetsuya Mizuguchi's simple shooter had us thinking *Rez Lite*. As for *Tokobot* – well, who wouldn't want to be able to control oodles of robots on the go, puzzle-style?

TGS TAKEOUT
Sony's *Onimusha*-clone *Genji* will be getting a sequel on PlayStation 3. The game was given a brief intro at Sony's PS3 demo theatre and looked excellent.

BIGGEST DISAPPOINTMENT:

1. PLAYSTATION 3 NOT PLAYABLE
2. HOUR-LONG LINES FOR EVERYTHING
3. MY, MY KATAMARI DAMACY

We really wanted to get dirty with the PlayStation 3's bat-stick controller, but fate and Ken Kutaragi conspired against us. At least we had plenty of waiting in queues and *My, My Katamari Damacy*'s way-less-fun-on-PSP controls to keep us down. Thanks for nothing, TGS.

THREE OF THE BEST

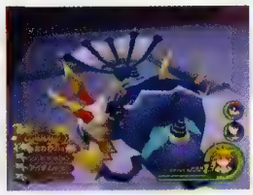
The three best games we got our paws on. Well, hands. We don't have paws.

OKAMI (CAPCOM, PS2)

Clover Studios' *Okami* wowed E3 attendees and did the same at Games Convention 2005 in Leipzig. Make that three wowings now. The game sees you play as a mythical white wolf named Amaterasu, who is on a quest to gather 13 special powers to restore order to the world. While there are all manner of action-y bits to keep you busy, the interesting stuff is done using a magical pen, which you can use to attack enemies, paint bridges to walk over and much more. In addition to sumptuous gameplay, *Okami* also features beautiful watercolour graphics that perfectly accentuate the other parts of the game. This is looking as if it could be gaming perfection.

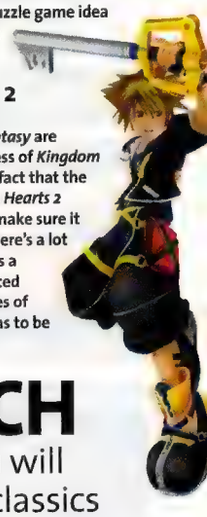
SHADOW OF THE COLOSSUS (SONY, PS2)

Sony's spiritual successor to *Ico* was revealed exactly a year ago, and we're pleased to see that the bugs that hampered its E3 showing are being ironed out. Controlling your character on his quest to fell the titular giant monsters is a smoother affair and the frame-rate issues that bogged down the experience seem to have been nixed. Sony has been coy about showing too much, with the TGS demo featuring mostly the same monsters as before. We'll have to wait for the full game later this year to see whether the moving platform/puzzle game idea works over time. As it stands, *Shadow of the Colossus* is one of the most exciting-looking games coming for PS2.



KINGDOM HEARTS 2 (SQUARE ENIX, PS2)

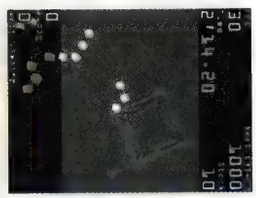
The worlds of Disney and *Final Fantasy* are outrageously popular, so the success of *Kingdom Hearts* wasn't as surprising as the fact that the game was actually good. *Kingdom Hearts 2* checks all the necessary boxes to make sure it does at least as well. For a start, there's a lot more variety to battles, as Sora has a range of new tricks up his sleeve. And then there are the new, unexpected worlds the game takes place in, including those of Johnny Depp's Pirates of the Caribbean and Nightmare Before Christmas. There are many reasons to be glad to be a PS2 owner, but this could well be one of the best.



THREE TO WATCH

Never heard of these games? You will have soon enough. Three future classics to watch out for...

EVERY EXTEND EXTRA (BANDAI, PSP)



Lumines creator Tetsuya Mizuguchi's new PSP game was birthed in the home-brew scene, but don't let that hold you back. You control a simple, *Rez*-esque avatar and blow up blobs that float by, trying to chain as many explosions as possible. And all this is done to the tune of thumping electronica. It sounds simple but it's devilishly addictive.

LOCO ROCO (SONY, PSP)

One of the best surprises of TGS was this blob-tastic PSP game. Using the left and right triggers, you tilt the game levels to guide a wobbling blob of a character (that you can break up and reform as you please) through a maze-like world. This could well be the next *Katamari Damacy*.

RYU GA GOTOKU (SEGA, PS2)

We loved *Shenmue* on Dreamcast, so seeing *Super Monkey Ball* creator Tetsuya Nagoshi's new multi-styled action game had us high-fiving total strangers. You play as Kazuma, a recent prison escapee who becomes involved in the Japanese underground. The *Shenmue* influences are most readily visible in the rich game world and the variety of things you can do it in. And best of all, despite only just being announced, the game is set for release in Japan later this year already. Drool. We can only hope this is as good as it could be.

RESULTS SPECIAL

HAVE *YOU* GOT A GIANT SNAKE?

We asked you to impress us. And you did.

We'd planned to announce the winner of our '*MGS3* Madness' compo in PSM2#64, but the quality of entries forced us into a rethink. The entrants humbled us with wit, invention, tenacity and *length* – yet four entries towered above the pack.

Incredible, but not quite good enough to win, was Lewis Gauld, who played through the entire game in under three hours, fully exploiting the Infinity Face Paint and Stealth Camo. Most impressively, he demonstrated how to kill The End before you're supposed to, with deft sniper rifle use during a cut-scene. Sadly, it wasn't quite good enough to topple the winner, who not only showed us how to collect *every* piece of camouflage, but nailed the bosses in frightening times and exposed the game's stupidest hidden secrets – from oddball Codec chats, to the Tsuchinoko and the hidden Monkey mask. (See below). Yes, we salute you... <drum roll>...Neil Fisher of Belfast. A life-size Snake and signed copy of *MGS3* is on its way. Don't worry, runners up – we were so impressed, we're sending goodies too.

"EXPOSED THE GAME'S STUPIDEST SECRETS"

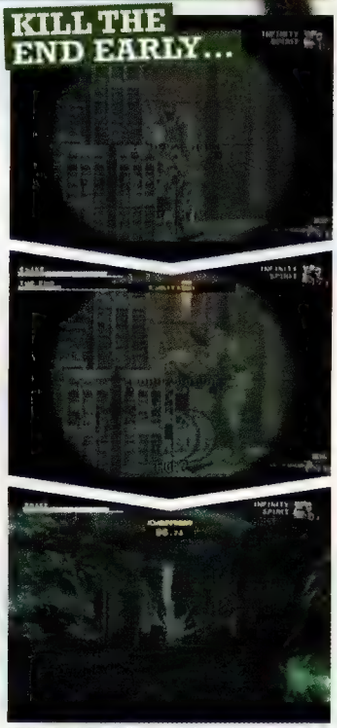
Special mention must go to Paul McAllen, who sent us *three* 180-minute VHS tapes, including an attempt at our 'A Bridge Too... Argh!' challenge from PSM2#61 – where he successfully stacked and toppled six men into the river by shooting the bridge support ropes. Stephen McCrossan's entry was equally impressive, with a record time against The End – nailing the old git in under five minutes. We were also pleased to see him shooting The Fury repeatedly in the pants for a high-speed victory.

WHAT YOU TAUGHT US!

EVA'S SEXY DREAMS

STEPHAN MCCROSSAN: This stealth assasin took time out to show us every breast shot in the game. We salute you.

KILL THE END EARLY...



LEWIS GAULD: Stirling work from the boy Gauld – this is how you kill The End *before* his boss battle.

MONKEY MASK...

NEIL FISHER: The Fisher king did some far more amazing things – like capture the Tsuchinoko, video every bit of oddball Codec chat and nail every bit of camouflage – but nothing compared to this beautiful shot of Snake dressed as a monkey.

GUY SAVAGE REVEALED...

NEIL FISHER: Save the game while you're in prison, quit, then reload and you get to play the Guy Savage minigame – rumoured to be Kojima's next secret project. Look...

"DRIVEN TO DESTRUCTION"

DRIVER: PARALLEL LINES

Shock! It's not called *DrIVer*. Which is probably for the best after the cold reception of the name *Driv3r*. It's all change for Reflections in more ways than the name though – judging by this shot (look at those lapels), a '70s setting seems to be on the cards, which is what some members of the PSM2 team secretly hoped for in *San Andreas*. That name, though. What does it mean? Surely not a reference to the classic Blondie album of the same name? Maybe it alludes to the plot. Who knows? Anyway, Tanner is gone, so there'll be no more mister potato head. More news on this very shortly. Like next month. Perhaps.

"RIDGED FOR HER PLEASURE"

RIDGE RACER 6

EA are publishing Namco's next *Ridge Racer* game on PS3 and, as you'd expect, it looks amazing. But a bit shiny and unbelievable. If the intense arcade thrills of the series is your bag then you'll be glad to know that Namco have updated it and brought it screaming into the next-gen with online play, downloadable content and the usual frills of a modern racer. The game features the unique three-stage boost meter from the PSP version of the game and one of the game modes on show at TGS featured familiar *Ridge* elements, including tracks alive with detail and satisfying, drift-ready turns. Unfortunately screenshots are thin on the ground – we only have this car render at the moment. Woo.

"FUMBLE IN THE JUNGLE"

RUMBLE ROSES XX

Hoooo boy! The hottest wrestling women in gameland return to the next-gen in *Rumble Roses XX*. Expect the girls to be rendered to an even sexier level of realism than before, with more complex 'jiggle' physics than you can shake a jelly-covered stick at. It also looks like there'll be weapons involved this time, including electric guitars. Sorry, but that's just brutal. Surely an acoustic guitar would be less likely to kill your opponent? There's also a scandalous new mode that involves wrestlers removing each others clothes aggressively. Sounds like one of Dave's 'special' videos. The clean one.

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PSM2 10 MOST WANTED PS3 GAMES

A-ten-tion! Here's our ten-tative top ten PS3 games that'll be rocking and wrecking the next generation.

People say that good things come in threes, but it's often said by those with just three things to be excited about. And they've probably not been to the Tokyo Game Show, either...

10 SONIC THE HEDGEHOG

Ah, Sonic. You've got some serious making up to do, y'know. 3D hasn't served you well in the past few years, and we're as unwilling to put up with another clumsy platforming duffer as we are excited about the prospect of this next-gen *Sonic* doing some true justice to the 2D original that everyone knows and loves. Still, the footage of this looks amazing, so consider us primed for forgiveness. Baby.

9 ALAN WAKE

From the pun-loving brains behind *Max Payne* comes this curious little cookie – Mr A. Wake (ho ho) is a horror writer who pens a novel about his darkest nightmares, only for his everyday life to become infected with these fears. Looks amazing. Huge realistic worlds to explore (lots of forests, lakes, winding mountain roads) and 'passage of time' realistic lighting and shadows. It looks real. Like a big, real man in a scarf.

8 FATAL INERTIA

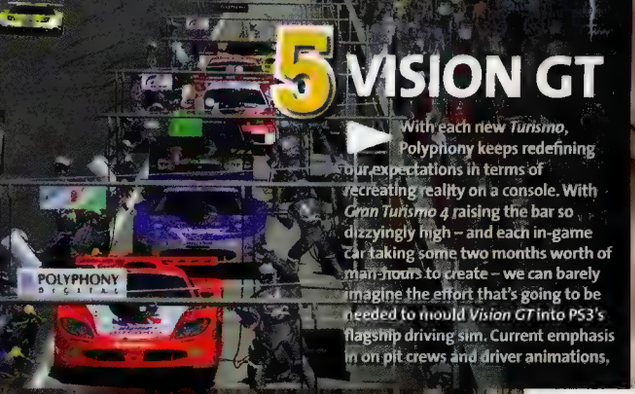
In a move that's akin to Girls Aloud releasing an album of experimental hardcore death metal instrumentals, Koei are due to release a game that *doesn't* feature hundreds of historical fantasy warriors hitting each other with swords. It's being created by the developers of brand new Canadian studio Although at the moment this futuristic combat racing game currently exists purely in the realm of intro-style pre-rendered footage, we're more than a little interested in seeing what the company can do with this peculiar change of direction. And we're completely reassured by that fact that *Fatal Inertia*'s intro sequence ends with what looks like each vehicle exploding into a group of bikini-clad girlies in white boots.

7 MOTOR STORM

Imagine *Colin McRae*'s rally car getting locked in a tool shed with the A-Team for a long weekend; the resulting off-road battlewagon would probably be suitable to take part in *Motor Storm*'s blistering races. Sure, we've had a pile of ATV things and urban car scraps, but none of them look anywhere near as dirty and violent as this. But with only (rumoured) fake footage so far the PSM2 jury remains cautious, but optimistic.

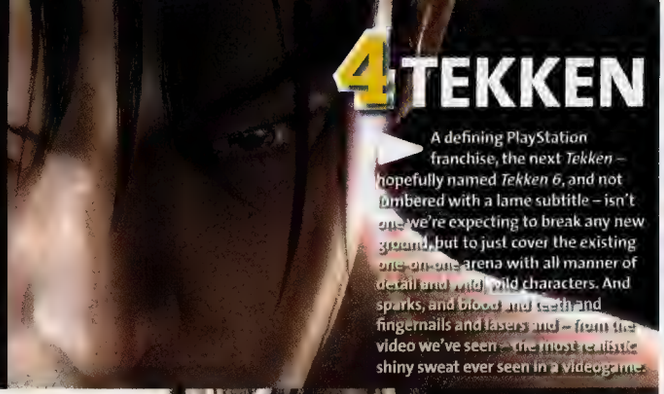
6 HEAVENLY SWORD

Forget Joanna Dark on Xbox 360 – there's only one redhead worth a punt in the coming next-gen fistfight, and you're looking straight at her. *Ninja Theory*'s epic beat 'em up is promising an exotic and crisp mix of *Lord of the Rings* spectacle and *Dynasty Warriors* bustle, but with far greater style. And guns that are little more than full-size cannons strapped to arms. Whoa.



5 VISION GT

With each new *Turismo*, Polyphony keeps redefining our expectations in terms of recreating reality on a console. With *Gran Turismo 4* raising the bar so dizzyingly high – and each in-game car taking some two months worth of man-hours to create – we can barely imagine the effort that's going to be needed to mould *Vision GT* into PS3's flagship driving sim. Current emphasis is on pit crews and driver animations,



4 TEKKEN

A defining PlayStation franchise, the next *Tekken* – hopefully named *Tekken 6*, and not lumbered with a lame subtitle – isn't one we're expecting to break any new ground, but to just cover the existing one-on-one arena with all manner of detail and wild, wild characters. And sparks, and blood and teeth and fingernails and lasers and – from the video we've seen – the most realistic shiny sweat ever seen in a videogame.

3 DEVIL MAY CRY 4

Capcom's pedigree in the Dante department is so well-established that we're expecting this fourth instalment to jolt the PS3's technogus into kicking, screaming life unlike any other. Oh, and Dante's looking far older now, with a fortysomething's face. We've seen him striding down a deserted city street before taking exception to a camera filming him, which he smashes up with his guns showing off cool leaping and facial animations. Calm down Grandad! Along with OAP Snake in *MGS4*, will PS3 become the retirement home of choice for grumpy old action heroes?

2 RESIDENT EVIL 5

We've only just finished *Resident Evil 4* (see page 68) and before our blood pressures can even begin to think about returning to normal, along come Capcom with the promise of a game that's likely to top it in every possible way. Expect sprinting zombies, a new Middle Eastern-ish setting and the kind of visuals that demand high-definition eyeballs. The only drawback is that we've got a hell of a wait on our hands until it's released.

1 METAL GEAR SOLID 4

Considering the facts that a) Kojima is yet to let us down and b) this is to be his last *MGS*, we can't help but see it turning out as anything but a videogame of apocalyptic, epoch-defining proportions. No, really – have you watched the nine-minute trailer on the disc? If not, go see it, then join us in holding hands with anyone within reach and jumping around like lottery winners. In knowing humour alone, it leaves whole generations of games for dust.

Accelerator extra

Tiny last-minute shots of BIG importance

TOURIST TROPHY

We've used the phrase before but this new bike racer from Polyphony Digital really is '*Gran Turismo* on bikes'! At last! It uses the same PS2 engine as their car-based opus, and is rammed with similar attention to detail. Nice, but it's just a filler before *PS3 GT*

DISGAEA 2

We loved the original *Disgaea* (PSM2#49, 86%) and the news that Nippon Ichi are releasing a sequel has RPG-monster Andy whirling with joy. *Disgaea 2* hits Japan in 2006, so a UK release could be some time away. Gives you time to brace yourselves.

RULE OF ROSE

Sony are releasing this thriller sometime next year. It's set in the 1930s and revolves around Jennifer, a girl who, er, befriends a labrador. Yes. We reckon it'll be in the vein of *Haunting Ground*. Doesn't Rose look like Zoe from Eastenders, by the way?

THE SIMS 2

Your chance to lead a virtual life. Get married, have children, design and decorate your own gaff and piss yourself to death in the corner of the kitchen because you forgot to attach a door to the bathroom. Just like reality then. Review next issue.

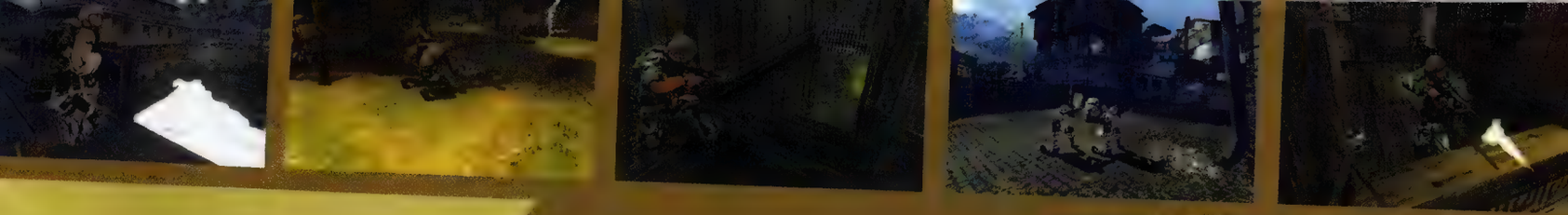
ROGUE GALAXY

Level 5, the chaps behind the sublime *Dark Chronicle*, are unleashing another vast RPG called *Rogue Galaxy*. It's got turn-based combat like *Final Fantasy* and lush cel-shaded visuals. It's not out until the end of next year, though. Will anyone still care?

FULL SPECTRUM WARRIOR TEN HAMMERS

MC HAMMER RECKONS...

"Stop! [wait for it...] Hammer time! Y'all prob'ly wonderin' what those Pandemic mo'fo's are doin' usin' my name. Is Hammer gettin' any royalties? Is he fu... er, Hammer says, 'no'. Hammer is not. They're sayin' *10 Hammers* is the English name for the Tien Hamir bridge in Zekistan, which is what your squad be grabbin'. Why? Cos it's an important place to control, strategically-speakin', dawg! But wait – you sayin' Zekistan don't even exist? It all be *fictional*? Man, you can't touch that! Please buy Hammer's albums. Hammer is hungry."



IF WE HAD 10 HAMMERS...

...We'd have the most realistic war game yet. We break out the big guns and investigate *Full Spectrum Warrior: Ten Hammers*.

Intense. If there's one word to sum up *Full Spectrum Warrior: Ten Hammers*, that would be it. Well, that and 'brown'. The sequel to the original *FSW* (85% PSM2#61) is shaping up to be intense, intimidating, intricate, involved and a dictionary-busting load of other words beginning with 'i'. But not 'igloo', obviously. Anyway, *FSW:10H* is, if anything, even more stratospherically difficult and involving than its US army-endorsed predecessor, requiring a level of tactical input that makes *Conflict: Global Storm* look like *Serious Sam*, and is purely for those who like their games tougher than week-old steak. Anyone else should look away now.

MEN ABOUT TOWN: You'll learn to care about your men and their personality quirks.

The very first thing you notice, however, is that *FSW*'s legendary compulsory 90-minute tutorial mode ("And now let's recap!" No! Don't recap! I've been here *my entire life!*) is missing, which is a relief on a par with the end of a particularly brutal Zekistanian torture session. Instead, you get trained gradually as part of the early missions. Even these are rock, mind you. Run in blindly and you'll get shot to ribbons. As before, it's a case of skulking up to corners and taking a quick glance to scope out the [illegible] positions of your enemies.

And speaking of said enemies, there's been a massive improvement in their intelligence levels. Rather than just sitting in front of you, firing potshots and then ducking out of sight again, they'll actually try and flank you. You've [illegible] take more care of your positioning than ever, or else [illegible] suddenly find that the bad guys have sneaked [illegible] the back and are unloading bullets into your neck. [illegible], they're more difficult to actually pick off – chuck a grenade, for example, and if they've got somewhere to [illegible], will (so best send one of your two groups of [illegible] block off the escape routes, eh?). And with each [illegible] having his own individual AI and being spawned [illegible]ly whenever you play, the believability of the game is ramped up much higher than before. Yes, now you *really feel* as if you're cowering in a ditch while enemy soldiers slowly advance and shoot you in the eyeballs! And who's never wanted to feel like that?

But there are loads of other changes to the gameplay, perhaps the most important of which is the ability to split your two groups of men – the Alpha and Bravo teams – into smaller groups of two people each. This opens up all manner of strategic options – should you send two groups of two to flank the enemy soldiers while the remain four charge in all guns blazing? Should you send a scout on ahead – another new trick – to assess the situation before you make a decision? Or should you enter a nearby building and pick them off with a sniper rifle?

Ah, yes – buildings. They're new too. (Well, no, *FSW* had buildings, obviously, but you couldn't go in them. They were facades, like a movie set. Or Paris Hilton's personality.) Now you can stroll into houses and factories and stuff, take out any enemy soldiers within and use windows as a handy vantage point to blow the heads off

FULL SPECTRUM WARRIOR TEN HAMMERS

CORNER CHAMELEON: Scout round corners first or you'll be blasted to smithereens.

any vulnerable victims you can pick out scurrying through the dust below. It's an obvious addition and, in a way, it's surprising that no-one really noticed the absence of a solid sniping mode (and its dramatic ability to pin-down troops) during the first game.

DON'T TANK ON IT

But something that was *definitely* missed in *FSW* was the ability to drive vehicles. Tanks, specifically. Big, giant Bradley tanks that make you feel properly manly, like The Rock opening a bottle of meths with his teeth. Fortunately, developers Pandemic have rectified this obvious omission and now you can call them into play via a menu. They're sturdy beasts but don't go thinking you can just use them to crush everyone to little bits – they're far from invulnerable to rockets and heavy fire. You can also call in mortar bombs and airstrikes to help you out. And you'll need it when you get lost in a frenzy of gunfire and your men start dropping like armoured flies – and, unlike in *10 Hammers*' predecessor, you can't just drag them back to base to revive them. Once they're toast, they're toast. Don't worry, though – there's a brand new 'fallback' command – choose that, and your men will leg it back to safe territory immediately. Much better than fiddling about with the movement cursor

COMBAT EVOLVED

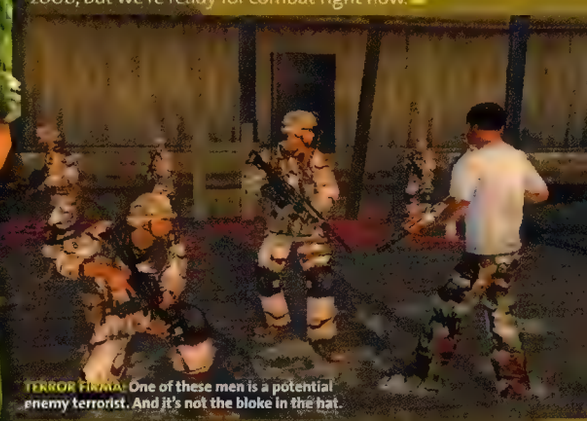
Another big new thing in *Ten Hammers* is the catchily-named Combat Effectiveness Gauge which, well, displays exactly how effective your team is in combat at that precise moment. Hey! For example, if your guys are crouching behind a bunker under constant fire, they're less able to fight back and when they do, their aiming's likely to be off because of the panic – and the bar will rise to demonstrate this. If they're the ones dominating proceedings, the gauge will drop. It works well, although we do wonder if we really need an on-screen bar to represent this. Under pressure = less able to fight. It's simple enough concept to grasp.

"FUN AND ACCESSIBLE WITHOUT COMPROMISING THE BRUTAL REALITY OF FSW'S CORE SUBJECT MATTER"

while panicking and watching in despair as your men taste hot lead death and stain the pavement with guts.

10 Hammers is looking like it'll be a massive leap on from the original. Freed from the constraints of working with – and being dictated to by – the army (it was an army training tool, remember), Pandemic have been free to make the game more inventive, faster-paced and generally more *alive*. Stuffed with little improvements (including the riflemen, who let you manually fire their guns, instead of simply selecting an area with a cursor and saying 'shoot over there' like the rest of the game) that make the game much more fun and accessible without compromising the brutal reality of the subject matter, this new *FSW* ought to be the most exhaustive war 'sim' around. *10 Hammers* time isn't until March 2006, but we're ready for combat right now.

AI OK: The AI is good. All your men seem to behave just as they should.



TERROR FIRMA: One of these men is a potential enemy terrorist. And it's not the bloke in the hat.

"UNMISSABLE" 10/10
Official PlayStation 2 Magazine

resident evil 4

evilution...

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15

CAPCOM
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PlayStation 2

new horror. new content. exclusive to PS2

INFOSTRIP

DETAILS

Developer: Rockstar
Publisher: Rockstar
Players: 1–2
Memory Save: 225Kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

QUESTION...

Which ancient Greek non-fiction tale is The Warriors loosely based on?

PUBTALK

The smart arse thing to say down the boozer.

"Warriors' hard man Ajax (James Remar) went on to play Lord Raiden in Mortal Kombat: Annihilation. Erk."

GAMEFAX

Driving
Addictive
Easy
Network Play

TRIVBURST

- Two-player co-op mode, plus over ten Rumble mode mini-games.
- 200+ playable characters.
- Licenced soundtrack featuring Barry de Vorzon and Joe Walsh.

TOP 5 CULT FILMS

- The Warriors
- Mallrats
- Evil Dead
- The Big Lebowski
- Scientology is Fun: Vol.1

GAMEPIE

50% Cracking Heads.
10% Stealing.
10% Looting.
10% Running.
20% Throwing bottles.

ANSWER

Anabasis, written in 370BC by Spartan general Xenophon. A battalion of 10,000 Spartan mercenaries join the Persian emperor Cyrus for a war in Asia Minor. Cyrus's army is defeated and the remaining force fight their way across country to reach the safety of the sea.

DOWN AND LOUT: Note the facial damage on the fallen foe – punch him more and it gets worse.

"BANDANA... DENIM WAISTCOAT... LET'S DO IT!"

The Warriors

PSM2 SILVER AWARD

Every gang in New York wants them dead. Only PSM2 can take them alive...

The Warriors movie was begging to be a video game. A vacuous plot you could scrawl on the back of a bus ticket. A series of brutal scraps set over acres of skuzzy urban wasteland. Hundreds of absurdly dressed gangs with names like the Orphans, the Baseball Furies and Satan's Mothers. The film even caused a *Grand Theft Auto*-style controversy after a New York gang member was killed on its opening weekend in 1979. It's almost too perfect – and therein lies the problem. As technically impressive, occasionally thrilling and playable as *The Warriors* is, its predictability, repetition and necessary adherence to the shallow subject matter prevents it from being a classic.

The film may be iconic, but its limitations strangle developer Rockstar Toronto's ambitions tighter than The Warriors' leather jackets. Two thirds of the game serves as prequel to the film but, despite some cute background stories, it doesn't – and *can't* – alter the immutable events that follow. By the same measure, when the movie section kicks in, it's a storyboard-perfect recreation and largely predictable. It's not Rockstar's fault – they've done their best to broaden the gameplay and create emotional depth – but any changes to the plot would've left movie fans in outrage.

"THE SHALLOW SUBJECT PREVENTS CLASSIC STATUS"

All The Warriors do is run around hitting people, squabble in mono-syllables and look cool. There's no compelling character development, no real reason to care for them and a complete sense of dislocation – in what kind of world do gangs out-number the police five to one but normal folk still potter about their jobs? As a film, it's a slick exercise in style-over-substance, but as a game, it's hard to stretch iconic posturing and brutal dust-ups over 15 hours. Which to Rockstar's credit is where their game stretches the template and may catch movie, and videogame, fans off guard.

The Warriors isn't just a beat-em-up. Sure, it was inspired by 2D scrappers like *Double Dragon*, but it's about 10% *Manhunt*, with stealth sections and sneaky kills, 10% *Grand Theft Auto*, with free-roaming bits, mugging and looting sections, plus about 5% *Def Jam Vendetta*, with gloriously violent slow-mo finishing moves and context sensitive environmental interaction. There's even some cute side-scrolling platform sections, plus atmospheric into-the-screen pursuit bits, where you mash ⊗ to sprint or △ to hurdle fences.

The structure is essentially linear, but with optional side paths that *theoretically* ease your

LET'S GET READY TO RUMBLE

Want to assemble your own gang? Rumble Mode lets you choose from over 200 characters from every crew – plus random folk like bosses, street bums and pedestrians – and build your own team of nine hard nuts. Your crew can take part in over ten arcade style mini-games, including One on One, War Party (two gangs, five-a-side), Army-ing (nine-a-side), Survival (a timed battle against endless foes), Have Mercy (Capture the Flag but with a lady), Burner Battle (Get your five layer tag up before a rival gang), Battle Royal (Ring out), and – our favourite – Wheels of Steel (a wheelchair race with R1/L1 used to push alternate wheels). The minigames are great fun – especially the topsy-turvy rooftop battles with gang members spilling like dominos – and really up the longevity.

BEAT YOUR GREENS: The green bar shows you how much energy you have left – use Flash to top it up.

A GRAPPLE A DAY: Move from a hold into a knock-out blow by pressing ⊡+⊗ at the same time.

GRAPPLES AND PAIRS: The rooftop arenas are the best Rumble locations – so throw like crazy.

The MON£Y $HOT
In two-player co-op, when you've isolated the last enemy, get one player to hold him while the other squares up and... OOF. That's got to hurt.

20 GO TO SPRINT: In key scenes, the screen enters a fixed perspective and you have to leg it.

New Objective
CLAMBER MANAGEMENT: Sprint (R1) then tap (A) to climb the wall in one flowing movement.

YOU CANNOT BE CYRUS: Actually, it is – shortly before the guy's shot in the second's opening scene

THE WARRIORS

"SHAMES RIVAL BEAT-'EM-UPS WITH ITS VIBRANCY"

AT YOUR LOCAL CO-OP

A friend can press START at any time, allowing you to tackle the main game in drop in/drop out co-op mode. There are even tag team moves, so you can hold a guy still while your pal whacks him with a bottle. Move too far apart and the screen splits vertically – although the detection is a little slow – which really helps on the free-roaming missions where you need to, say, steal five car stereos over a large area. On the flip side, the screen sometimes gets so cluttered in co-op mode that it's difficult to see what's going on.

ON THE BRAWL: Be careful in crowded [illegible] where you can hit each other.

TIME TO SPLIT: It looks identical, but the [illegible] a glitch; a bit slow to re-join.

passage through the main game. After a brief tutorial where you're drip-fed basic attacks and War Chief commands (see, er, War Chief Commands), you're introduced to the game's central hub – the Warriors' HQ. It's like an interactive menu screen, where you chat to other Warriors, perform basic *San Andreas*-style mini-games (like pull-ups to build strength), enter the Rumble mode (see Let's Get Ready to Rumble), perform Flashback missions (not necessary, but they fill in each character's back story and allow you to unlock new 'soldiers') and jump to the next Story mission.

To increase longevity, you can roam the Coney Island streets between Story missions and tackle side quests, like scuffing up rival gangs or looting $1000 against a time limit to unlock new characters or earn cash, which can be spent on graffiti spray cans or Flash – a kind of energy pack. Thing is, however well implemented, the side quests aren't necessary to complete the main game, so you'll just find yourself ploughing straight through. You don't *need* the extra Flash and the unlockable characters only appear in Rumble mode. On the bright side, you can swipe the ghetto blaster from the Warriors' HQ and take the *excellent* soundtrack into battle – or use the stereo to smack unsuspecting goons in the face.

ALL FIGHT NOW

Combat is solid, if unspectacular. Rapid light attacks and heavy blows can be chained in classic □, □, ✕-style combos, with grapple attacks (○), reversals (L1) and weapon attacks. It's a bit like *Def Jam Vendetta*, with bombastic finishers and contextual environment attacks – grab a guy next to a wall and you'll slam his face into the concrete in a shower of claret. Perform a heavy attack while holding a bottle (or brick, or knife...) and you'll knock him out in a wince inducing, but guiltily satisfying, slow-mo squelch. At its height, when you're smashing goons through fences, then using the planks to send them flying like home runs, it's thrilling.

Problem is, it doesn't matter which combos you use to beat people up – the difference is largely aesthetic. The tougher gangs merely appear in higher volume, punch harder and block more often. Your challenge isn't selecting the right combo, but positioning yourself so you can't get punched in the back of the head. Fights consist of brief suicidal charges, blind melees and hasty retreats so you can get a better view of the action. It isn't as demanding as some old-school scrappers where foes could only be disabled with, say, a low kick followed by a ground blow. The satisfaction comes from the sheer volume of on-screen enemies (with over 20 highly detailed individuals), the inherent solidity of combat – characters feel 'chunky' like *Manhunt*, with some grizzly impact sounds – and the infrequent slow-motion finishers adding to the experience.

As a beat-'em-up, it's merely very good – shaming rivals like *Beatdown: Fists Of Vengeance* with its vibrancy, crunching impacts and responsive controls. But compared to *God Of War*

MEET THE WARRIORS

SWAN

The leader of The Warriors, but has to quell in-fighting from the hot-headed Snow. Good at going it alone and tasty in a ruck – as you'd expect.

AJAX

The coolest Warrior and a ruthless ladies man, Ajax hits first and think later. Gets the best line in the film: "F*ck it, I was tired of running anyway."

SNOWBALL

The music man, and stronger than he looks, Snowball will often carry a ghetto blaster in battle. Sadly, his hair fails to absorb heavy blows.

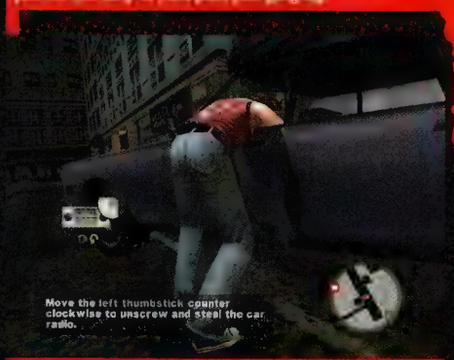
COCHISE

One of the film's background characters, but rock hard and with a nice line in headbands. Why didn't Rockstar give us a cut-out of Cleon, eh?

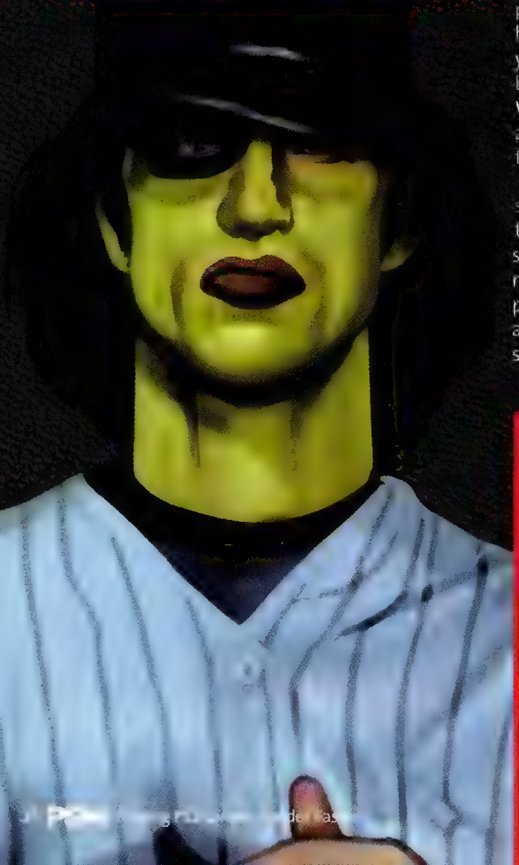
HOW TO TAG, LOOT, MUG, LOCK PICK & VANDALIZE – WARRIORS STYLE

It's not all punching men in the groin, you know. The Warriors have to perform other subtle activities, like smashing cars, mugging people and spraying tags.

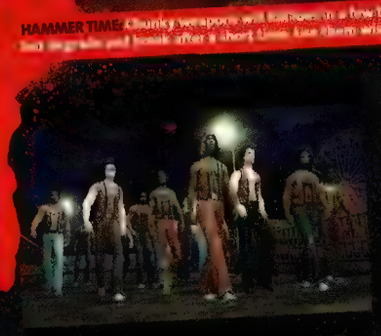
TRACE YOUR PATH: Use the analogue stick to draw the pattern on-screen (left time-warp 'ol') and place your gang tag.

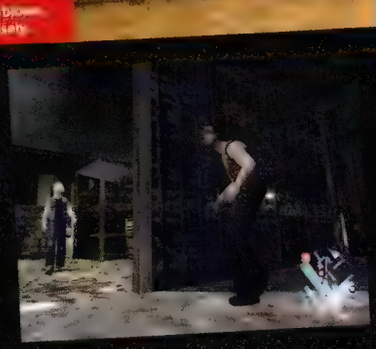


JACK AWAY, NOT TODAY: Rotate the left analogue stick as fast as you can to avoid the four car stereo screws.



HAMMER TIME: Chunky weapons will increase in power as you upgrade and break after a short time. Use them wisely.





or dedicated scrappers like *Soul Calibur*, the combat becomes repetitive. Each Warrior might have their own unique style – kung-fu, street fighting and the like – but they essentially look and perform the same. Sadly – and presumably to maintain the illusion of gritty minimalism – you can't learn (or buy) new attacks as the game progresses. Your most extravagant move is a 'you hold him, I'll hit him' tag team blow. Ten hours in, you're itching to perform a party balloon enemy-bending 360° piledriver like in *Def Jam Vendetta*. Why not include more environment-exclusive attacks like, say, running a goon flat along a bar top and smashing his face on every glass?

In fairness, the pacing is clever. When you get sick of scrapping, you're asked to perform sub-tasks like jacking car stereos, graffiti tagging walls, smashing cars or gaining a certain amount of money – albeit through mugging or looting – to progress (See Mini-games Explained). There are also *Manhunt*-inspired stealth sections where you skulk in shadows and throw objects to distract guards as they mutter insults like, "What are you hiding for? Come out and fight, you pussy!" Unlike *Manhunt*, however, get spotted and you simply have to plod through a time consuming melee, not face certain death.

In the best, yet agonizingly infrequent, levels where these elements are seamlessly fused, *The Warriors* transcends its solid components and threatens to become something revolutionary. For example, in the Writer's Block mission, you've got to spray a five-part graffiti tag (using neat analogue stick swirls) in a race against rival gangs, while simultaneously scrapping for spray cans hidden over the multi-level area and commanding

AND TONIGHT YOU'LL BE FIGHTING:

THE LIZZIES

They befriend Cochise, Vermin and Rembrandt by pretending to make the sexy, but turn out to be mentalists and try to shop 'em in. Women, eh?

THE ORPHANS

The most rubbish gang in New York, with crap T-shirts and a girl who keeps getting them in trouble by making chicken noises. Women, eh?

THE DESTROYERS

The other gang in Coney Island – Warriors' main man Cleon used to soldier for them before jealous boss man Virgil set him up. The worm.

WHAT'S THE FILM ABOUT, THEN, EH?

The Warriors was directed by Walter Hill and caused controversy after a real life gang member was killed on its opening weekend in 1979. The plot? In a fictional parallel of New York, gangs out number the cops five to one. Gang boss Cirus calls a huge gang meeting to propose they all work together, but gets shot. The Warriors are framed for the crime by the actual killer Luther, and spend the film running away from and fighting every gang in New York. It achieved cult status by being surprisingly violent for a film with men in denim waistcoats, having a killer soundtrack and being so completely about nothing, it had to be about *something*, right? That said, it's two-fingers cool, and we love it – except for Andy, who was about ten years shy of being born for some.

your teammates to watch your back. It's nail biting stuff, with a delicate balance between issuing orders, the brutal need to bust rival gang's heads and the fiddly necessity of spraying your own tag. When you succeed, there's a great boss puzzle where you need to lob bottles to smash a platform above the goon's head, and a breathtaking pursuit section where you leap over rooftops in split second slow motion.

There are other great scenes – an explosive scenery busting bar brawl, a great warehouse dust up against a neo-Nazi rock group (who play their instruments until the *second* you lay a punch even though their base is being smashed up around them) and an atmospheric haunted house stealth section. There's also a neat inversion where you're asked to protect your turf's shops from rival gangs and need to *avoid* smashing things up – there's great comedy in slowly dragging enemies out through the shop door, rather than instinctively kicking them straight through plate glass. Sadly, too many levels are faceless slogs, where you're asked to perform time-consuming arbitrary tasks like jacking five cars, battling hordes of unchallenging foes or looting $1000.

The climatic levels are based on the film – where the wrongly framed Warriors try to get home before every gang in New York can smash them up – but are oddly disappointing. Film fans know exactly what's coming, and after the imaginative set-pieces and puzzles of previous levels, it feels oddly flat. The Baseball Furies scrap is exciting, with hordes of foes and some arduous button mashing, but like the film, the game sputters to a curious conclusion. Yes, it still ends on the beach to the glorious strains of Joe Walsh's In The City, but the last 'battle' suffers from the same problem <spoilers ahead> *in that you don't really deliver the finishing blow.* Just like the movie, it's never clear *why* lead bad guy Luther frames The Warriors, and the last 'scrap' is an off-killer piece of info the screen projectile lobbing.

SORRY, BOSS

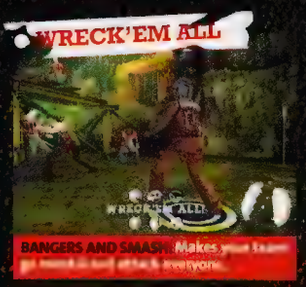
Almost *every* boss is disappointing. We were led to believe that they'd be epic scraps in the style of *Final Fight*, but – save for the memorable toilet lobbing Mexicans – all we get are slightly larger men who can all be defeated by lobbing bricks, bottles or knives at them. Even if the bosses do have exploitable weak spots, we couldn't find them, and battles degenerate into throw 'n' run wars of attrition. Even when a 'clever' solution presents itself – like the train which circles around the clown gang boss Chatterbox – you can't lure him onto the tracks via any discernable skill.

You'd be forgiven for thinking we don't like *The Warriors* – on the contrary, it's an extremely polished, playable game with moments of sheer exhilaration. Few games feel so iconic, brave or stylish – from the sweeping soundtrack that bleeds in at key moments, to the MTV-style 'stings' that flash up opposing gangs' logos when you meet them for the first time. When gangs line up, nine-on-nine and you sprint forward and take out five of them with a shuddering body slam, it's impossible not to prickle with delight. The co-op play (see At Your Local Co-Op) is a welcome touch, even if the screen is a little slow to split, or rejoin, when characters stroll apart. The Rumble Mode (see Let's Get Ready to Rumble) even lets you pit 'fantasy' gangs of say,

WHAT ARE CHIEF COMMANDS

You can issue basic gang commands – a bit like San Andreas or Freedom Fighters – by holding R2 and pressing the Right Analogue stick in the corresponding grid direction.

COP THAT: Use this command when needing an flagging to avoid arrest.



BANGERS AND SMASH: Makes your team go mental and attack everyone.

BRING THE PANE: Use this when looking to start an smashing shops.

GROUP HUG: Use this when you want your team to stealth on ahead.

BRUISE YOUR DADDY: Use to send your heavy up somewhat scarily well.

RUN FOR THE MONEY: Useful when the opposition seems to be getting armed.

"A GREAT SCRAPPER AND POTENTIALLY A CULT CLASSIC"

ajax, Cleon, Luther, Cirus and a handful of street ums in nine-on-nine multi-player gang wars.

But the familiarity is nagging. The excellent ealth elements have been culled directly from (the excellent) *Manhunt*, the slow-motion finishers were more dramatic in *Def Jam* and the mini game and free-roaming elements better handled or more relevant, in *GTA: San Andreas*. If you've seen the film, you know how it ends and the game suffers from the same clumsily drawn characters, limited dialogue and lack of emotional impact. It's just cool and brutal. That's it. *Manhunt* was grizzly, compulsive and kept you guessing, with a dramatic hunted-turned-hunter acceleration of pace towards its thrilling climax. *GTA: San Andreas* was a sprawling, flawed, ambitious masterpiece with genuine rewards for pursuing its piecemeal optional components. *The Warriors* is simply a superbly polished beat-'em-up/adventure of technically laudable borrowed parts – and the lack of a unique feel or gameplay hook nulls its resonance somewhat.

As *God Of War* proves, tired game mechanics can be fused into a thrilling whole given the right setting, enemy diversity, level design and difficulty pitch – a feat which *The Warriors* only infrequently matches. In that respect it's a perfect film conversion – brutal, exciting, flawed, vacuous, controversial and vaguely daft. It's undeniably a great beat-'em-up, but a frustratingly patchy experience and – perhaps their intention all along – a potential cult classic. **Daniel Dawkins**

The Warriors come out to play on October 29th.

TURNBULL ACS

Tough skinhead mentalists with a decent line in parties and guitar rock – leading to one of the game's best scenes where you smash their base.

BASEBALL FURIES

One of the most iconic gangs and – as the name suggests – packing large bats. You get to scrap them in a legendary recreation of the film scene.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Satisfying combat and diverting mini-games. – Not that challenging and gets repetitive.	+ Remarkably solid hi-res characters. – Technically adept, but all a bit dark and moody.	+ Great enemy chatter, awesome tunes. – Soundtrack plays too infrequently.

LIFESPAN

It'll take about 12-15 hours to finish the Story mode, but Flashback levels and Rumble mode offer longer term appeal.

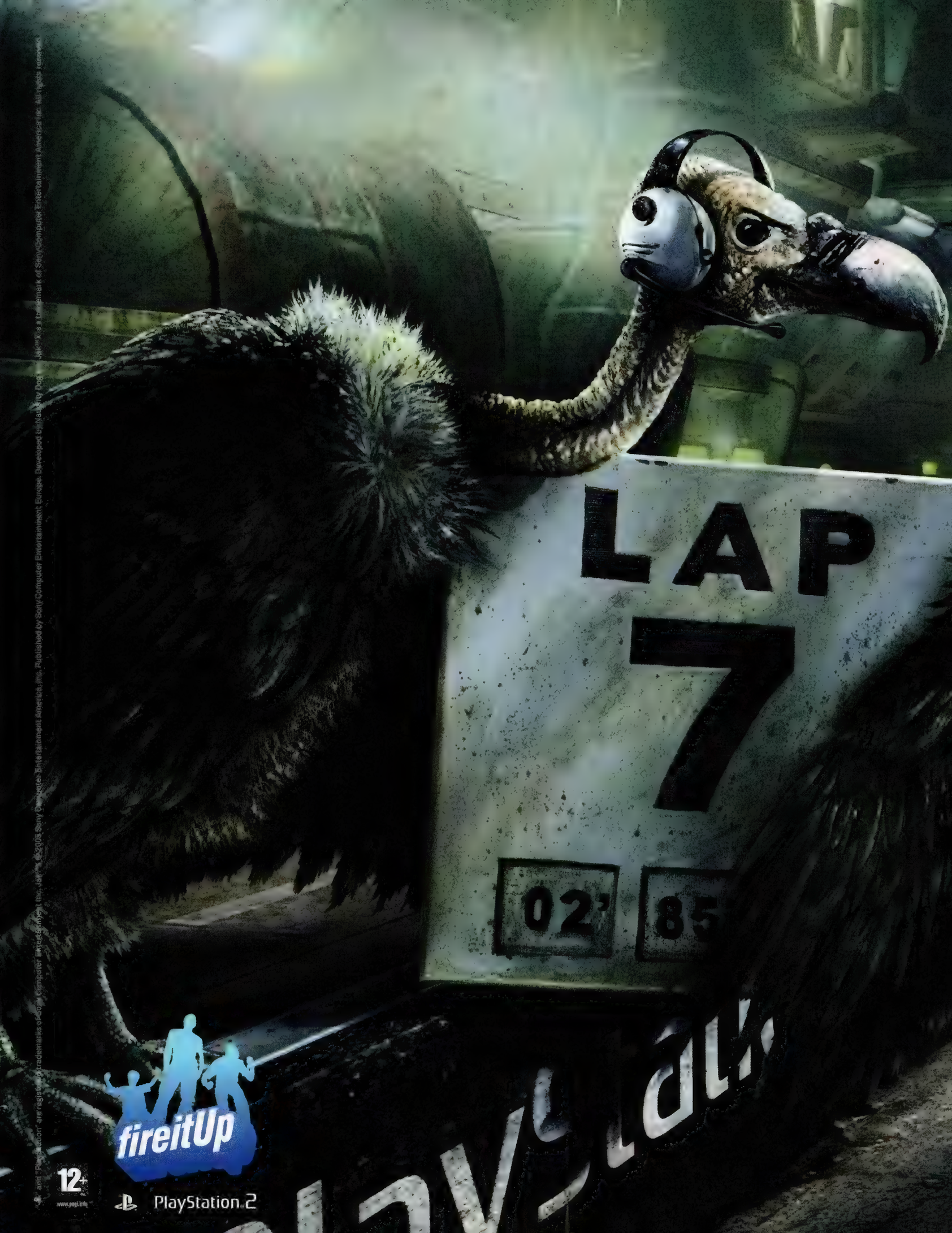
MINUTES — YEARS

IT'S BETTER THAN...
THE BOUNCER

IT'S WORSE THAN...
MANHUNT

Rockstar's scrapper doesn't re-invent the beat-'em-up, but resurrects it with stylish aplomb. The film's vapid, cool, cult charm sadly chokes the game's lofty ambitions.

87



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PlayStation 2
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PlayStation 2
JAKX
12+
NAUGHTY DOG
NAUGHTY DOG

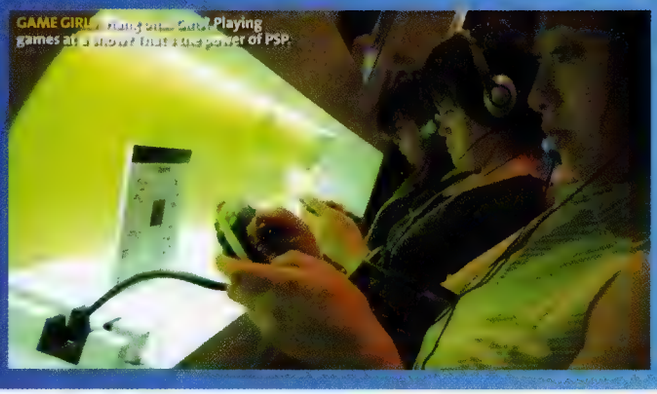
PSP Accelerator

38 TAKING LIBERTIES
So... *Liberty City Stories*, suspiciously in shops before we could review it. Will it be great, or just a *GTA3* retread? Hmm...

86 WINNING ELEVEN 9
It's (kind of) PES on PSP! Except it's the Japanese version! And it's disappointing! Oh. Find out what's gone wrong here.

88 PURSUIT FORCE
Can you feel the *Pursuit Force*? One of PSP's most-anticipated original games arrives – and it's really rather fine.

PSPS AND QUEUES: Look – they love PSP so much, they sleep with it. Maybe.



GAME GIRL: Playing games at a show? That's the power of PSP.

ACID ATTRACTION: Play metal Gear Acid through bizarre comedy binoculars? Er... no thanks.

PSP: THE NEXT LEVEL

Its launch was far from humble, but we can't help but feel that the best is yet to come as Tokyo Games Show finally sees PSP beginning to gather some momentum.

While PSP may have had a launch that could put NASA to shame, it's time for a little retrospection. Now that we've had time to mull over PSP's launch range, think it through and do the washing-up, we've got to concede that the software line-up, while bountiful, didn't quite tear the universe a new chuffpipe.

But here's our point – it's only just beginning for PSP. While many a launch game provided more than a mouthful of entertainment while showboating the widescreen luxury of PSP, we didn't feel as super-seduced as we'd expected. And as for PSP *PES*, well... flip the page for proof.

There's so much more on its way, though: games built out of strong ideas as well as classic strong brands. With PSP being such a capable games machine, its catalogue can only improve over time, a prophecy that's looking to come true with the beautiful blob-wobbling simplicity of Sony's roly-poly puzzler *Loco Roco* (that's him there), the spiritual offspring of *Rez* in the form of *Every Extend Extra*, or the dinky robo-army antics of Tecmo's *Tokobot*. *Street Fighter 3*? Check. *Harvest Moon*? Check. Wacky peripherals? Check, and see *Metal Gear Acid 2* and *Talkman* for more. Conversions of big-name franchises like *Prince of Persia* and *Samurai Warriors*? Well, of course.

It's all well and good for us to keep saying that PSP's finest hour is just around the corner but such a culture of continued improvement hasn't harmed our PS2 games any. And anyone who isn't excited by *Loco Roco* has a stone for a heart. So there.

PSM RECKONS *With PSP packing so much potential, it's only expected that, like PS2, the handheld's games will need to be nurtured through a series of generations that improve as they go. And if* Loco Roco *is rubbish, we're emailing a complaint to Jesus.*

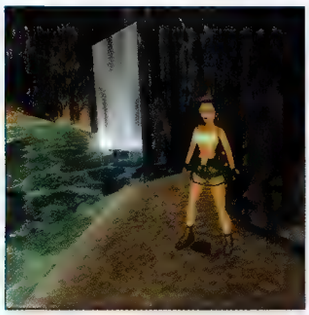
//AND ANYONE NOT EXCITED BY LOCO ROCO HAS A STONE FOR A HEART. SO THERE//

HACK KNACK

While meddling software wizards try to hack Sony's v2.0 firmware to pieces, there's a piece of voodoo available for you to 'downgrade' your PSP. It's a tool out on the 'net lets you revert your firmware back to v1.5, when emulators and all manner of other illegal apps could be run on the handheld. And when you're finished, you can just upgrade again. Sneaky

Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT



TOMB RAIDER TWOSOME

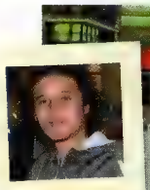
Not one, but *two* Tomb Raider games are on their way to PSP. One is a scaled-down version of the forthcoming sequel *Tomb Raider Legend*. Quite how similar this'll be to its big PS2 brother remains to be seen – we don't really fancy playing through two identical versions of the same game, though we expect there'll be some kind of link-up feature between the two games as seen in *Jak X*. If so, it'll be the first non-Sony game to utilize such a feature. Second up is *Tomb Raider: 10th Anniversary*. No details have been revealed, but our money (and prayers) are on at a collection of *Tomb Raiders 1, 2* and *3*, with a new PSP graphics engine. Hell, we'll make do with a *Tomb Raider Legend*-quality version of *Tomb Raider 1* thanks. Just don't bother trying to palm us off with a spectacular new 2D turn-based strategy game eh? Or *Angel of Darkness*.

PORTABLE PREMIERSHIP

Take tactics on the train with Eidos' forthcoming *Championship Manager*. We've been excited previously by the announcement that *Football Manager* is on the way to PSP but it appears that *Champ Man* is ahead in development and will make the market first. Let's face it – a footy management game makes *perfect* PSP fodder. Dealing with everything from transfers to training, tactics to tabloids, this is (we're told) as complete a management sim as anything on the big consoles, featuring 55 playable leagues across the top 12 footballing nations. Best of all you can download stat updates via Wi-Fi, so it'll *never* go out of date.

GRAND THEFT AUTO: LIBERTY CITY STORIES

Is Rockstar's miniature crime epic the first *truly* essential PSP game?



Shamefully, Rockstar slipped *LCS* into the shops before giving us a chance to review it. The thing is we've had an extensive hands-on playtest with a near-finished version and thus know whether it's any good. And opinion is divided. Here are both sides of the argument. Take it away Andy and Dan D:

FOR...

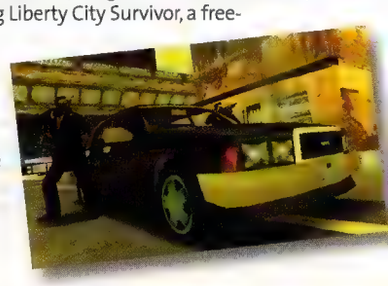
Well, it's *GTA*, isn't it? Everyone loves *GTA* and the prospect of playing it somewhere other than the couch is definitely appealing. It also features a brand new story arc that explains more about Liberty City and its criminal underbelly, including how mobster and lead character Tony Cipriani rose to infamy. It also gives you a chance to explore a different, earlier version of Liberty City on vehicles not available in the PS2 version of *GTA3* including, brilliantly, motorcycles. The main layout of Liberty City is identical, although a lot changed in the ten or so years between the events of *LCS* (set in the early 90s) and *GTA3* (set in 2001) – Kenji's casino, for instance, is under different ownership and the Colombian Cartel's skyscraper has yet to begin construction. Half the fun will be spotting all the differences between the two games. That's cool.

AGAINST...

It's *GTA3... again!* Expect a disappointingly similar mission structure, tedious retreads of familiar territory and a distinctly less epic alternative to the behemoth that is *San Andreas*. We know the layout of Liberty City like the back of our hand and no amount of new details will hide the fact that we've spent upwards of 50 hours exploring the place inside-and-out on PS2. Every iteration of the *Grand Theft Auto* series so far has introduced shedloads of new features – *Vice City* gave us customisation and air vehicles and *San Andreas*, well, gave us pretty much *everything*. *LCS* is the first re-hash of a familiar concept to come from Rockstar and we really hope it doesn't become a habit. The controls are a bit fiddly too, and the lack of buttons on the PSP doesn't help *that* aiming system. Full review next issue.

MULTI-PLAYER FEATURES ON BOARD

Choose from nine characters (mobsters, thugs and sweet old ladies) and play game modes including Liberty City Survivor, a free-for-all deathmatch, Protection Racket, a mode similar to the assault mode in *TimeSplitters* and Get Stretch, a variation of capture the flag, but with limos instead of flags. There are a few more, hint Rockstar, and we'll show the lot next month.



"THE MOST HOTLY ANTICIPATED PSP GAME."

- PSM2

COMING OCTOBER TO PSP™

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PlayStation 2

"AS IMPERFECT AS ITS TITLE SUGGESTS"
RISE OF THE IMPERFECTS PAGE 50

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

60 WRC RALLY EVOLVED
How on earth do you evolve a real-world motor sport without turning it into some kind of dodgy 'street' mess? Find out here.

66 WITHOUT WARNING
It's without a lot of things. But not a review where we get to give you the truth behind Circle Studios' duffer, thankfully.

80 BUZZ! THE MUSIC QUIZ
Which PS2 title will be uniting family members, young and old, in front of telly this Boxing Day? Fingers on page 80 for the answer.

You want more?!
We've so many games you'll combus. There's *Dragon Ball Z: Budokai Tenkaichi* (74), ATV Offroad Fury 3 (83), *X-Men Legends 2* (62) and much more. Jump on in!

WELCOME

It's not as if your PS2 has been parched at any point during 2005, with a steady, gurgling stream of games appearing each and every month for you to swallow (or spit out, depending on your taste). And now, the publishers that be have once again used their festive schedules to jemmy open a massive hole in the heavens, soaking us all with enough software to keep Deep Blue busy until 2010.

You know that bit in Uncle Buck when John Candy opens the cupboard and gets hit on the head with a bowling bowl? Well that's you when you turn the page, but with *The Warriors* instead of bowling balls and our biggest review section of the year instead of a cupboard. Not that we're complaining, of course. Not when Rockstar's gang-based brawl 'em up continues to further their reputation as *the* producer of games worth a damn.

As for *Resi 4*, there's not much more for us to add – every second spent cheering for the best action game in recent years is a second not spent playing the game's incredible *Mercenaries* mode (you'll see). Still, don't be quick to overlook *Jak X*, *SSX On Tour*, *Battlefield 2* or *WRC Rally Evolved*. They're deeply enjoyable proof that games just keep getting better. A fact reinforced by this month's glut of bland retro compilations. We *love* retro games.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

RESIDENT EVIL 4

The world's best horror game rocks even harder on PS2.

PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

VS

28

THE WARRIORS

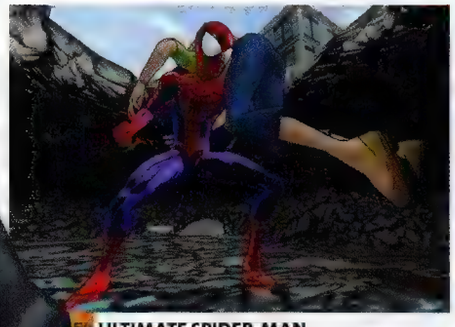
Rockstar's soot-black, violence-drenched crime 'em up shushes all the doubters. The worriers, even. Hoo.

64 JAK X

44 SSX ON TOUR

"HUGELY PLAYABLE, ADDICTIVE, GORGEOUS AND EVEN BETTER THAN THE REAL THING"

PRO EVOLUTION SOCCER 5, PAGE 48



54 ULTIMATE SPIDER-MAN

52 TONY HAWK'S AMERICAN WASTELAND

PLAYING PS2 LONGER, HARDER, FASTER

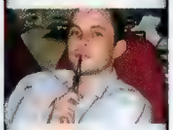
DANIEL GRIFFITHS
Dan took some serious time off this month, to drink frogspawn and rub nettles all over his guts in an annual ritual that keeps him looking forever young and dangerous.

DANIEL DAWKINS
With Dan G on holiday, hairy manboy Daniel spent most of this month knocking people's doors and running away, before doing Vs and guffs at any grown-ups who dared give chase.

NATHAN IRVINE
Rather than let nature take its course, Nathan uses his own finger sweat to stimulate beard growth on the fashionable bit of his chin. That, or he's looking at porn.

ANDREW KELLY
Andrew had his hair cut this month. It wasn't done by Future's receptionist with a Stanley knife. Nope, he went to Toni & Guy. Who does he think he is? Orlando Bloom? Dan D?

DAVID COOK
Dave sent all his money to shit comedy legends Gareth Hale and Norman Pace, to tempt the duo into doing one last gig. In his bedroom, in their pants. Edible, apricot-encrusted pants.



JOEL SNAPE
This is a rare snapshot of Joel in action, taken just as he backed his chair over an innocent squirrel. Look at his eyes, man. They've seen Hell.

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THE TRUTH

Every game ever reviewed! pg102

SanDisk PSM2 use only Sandisk Memory Stick Pro Duo cards in their PSPs.

U.S.Robotics PSM2 plays online wirelessly with US Robotics hardware

INFOSTRIP

DETAILS

Developer: EA Canada
Publisher: EA Big
Players: 1-2
Memory Save: 624Kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...

"SOMEHOW MANAGES TO MAKE SKIING COOLER THAN SNOWBOARDING"

PSM2#65

GAMEFAX

Sequel | Extreme | Hard | Multi-player

TRIVBURST

- 15 boarders – including newbies Tyson and Skye.
- One big mountain, divided into twelve individually playable sections.

PSM2 SILVER AWARD

The MON$Y $HOT

You're leaning perilously close to falling off a grind and you've got about half a second to work out whether or not you've got enough air in order to pull a backflip and continue your combo. Are you feeling lucky, pal?

LONG RAIL-4000M

2980

3,970

PISTE 'N' PROMISE: Here, we're trying to avoid touching the snow. For no good reason.

QUESTION...
What's the (massively obscure) connection between the SSX series (hint: series) and now-defunct wrestling organisation WCW?

GAMEPIE
10% Sheer exhiliaration.
30% Punching toddlers.
60% Crashing into trees.

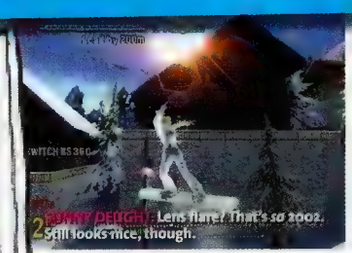
PUBTALK
The smart arse thing to say down the boozer.
I don't understand why they haven't got the voice actors back – surely Macy Gray works for peanuts, these days. And Jim Rose? All he does is push nails up his nose. Tchah.

ANSWER
Unbelievably, David Arquette – who voiced Eddie Wachowski – had a brief title reign as WCW champion. Really.

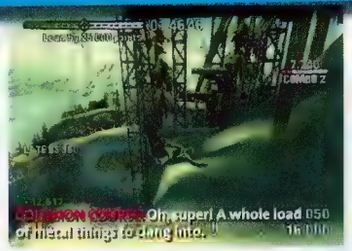
"BOARD? NO, JUST SICK OF HITTING TREES."

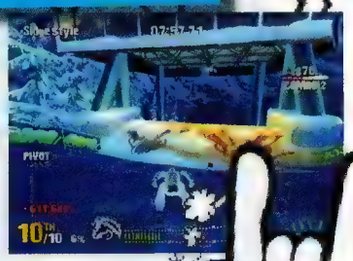
SSX ON TOUR

Tuned up, chilled down... sold out? Has *SSX* lost its edge?


2 BUMP DELIGHT: Lens flare! That's *so* 2002. Still looks nice, though.

SKI-VOLUTION: The blurry effect looks a bit nicer... when everything's moving.


COLLISION COURSE: Oh, superl A whole load of metal things to bang into.


10TH/10: 6%

The skis work fine. That was our biggest worry about *SSX On Tour*. Skiing – traditionally the preserve of fondue-swilling toffs, and nowhere near as cool as snowboarding – provides a nice change from 'boarding, with different tricks and advantages. Control's trickier, but that's offset by increased speed and outrageous tricks. Skiing – good. Everything else about *SSX On Tour*? Oh, crikey.

It's all about structure. In case you don't remember, *SSX3* kept you informed via a sensible mobile phone text alert system. In *Tour*, this has been replaced by some sketchpad doodlings that look pretty but don't actually tell you what's going on. Challenges seem to appear almost randomly and though you're shown clawing your way up the rankings, there's no input from the other characters. Audio doesn't help – opponents don't taunt as much, and the absence of commentary from Slope FM's DJ leaves you feeling alone on the mountain, like you're playing a series of unconnected events rather than one huge circuit. Another key factor are the challenges themselves – we're straying into *Tony Hawk*'s stuff here, with gimmicky, MTV-attention-span chunks of gameplay that have *nothing* to do with real snowboarding. Can we grind down 300 metres of rail? Well, sure, that makes

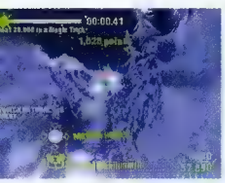
"SKIING – GOOD. EVERYTHING ELSE ABOUT SSX ON TOUR? OH, CRIKEY"

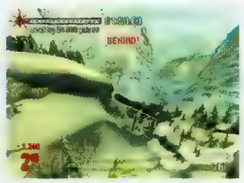
HALT! SKI POLICE!

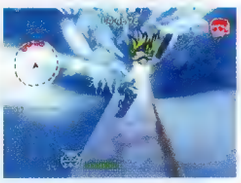
Some of the most entertaining side-missions are the ski-police evasion sections. Though they're optional and – oddly – not tied into any sort of story, they're the one time you're encouraged to take stupid risks, as the best way to avoid the cops is to either a) Jump miles into the air or b) Boost along every grind at frightening speed. What's less helpful is the criteria that define being 'caught' – falling over amid a squad of goons seems fine, but taking a gentle slap earns you a night in ski-nick. Still, it's enjoyable enough trying to swoosh away from them as fast as possible, and these bits provide some of the most exciting moments of the game.

SKI KNEE-CAPPER: Fudge the po-lice! Or slap them. Or avoid them. Actually, we're not sure they're licensed anyway.

"YOU'RE ALWAYS ACUTELY AWARE THAT YOU'RE PLAYING A GAME"







easier to 'tweak' them with a twirl of the stick, but in practice it's just a bit less precise. More importantly, it's now difficult to reach a point where you can bust out Monster tricks in the first place. The Monster bar (built up by tricking and grinding) builds up painfully slowly, wears down frighteningly quickly and almost evaporates when you hit the boost button. This is *almost* clever, because it forces you to do combos, build up the bar and keep it there, but gets frustrating in the trick challenges. The easiest way of building up the bar is grabbing boost tokens, which means instead of looking for big air opportunities, you're left scanning the horizon for little icons. Equally bizarre are changes to the boarder-improvement system. Instead of slowly improving your rider with points earned after every victory, you're now restricted to buying one of five new attributes or just shelling out for some better kit. Considering that the attributes are super-expensive (the 'stability' one costs $300,000, and a typical race earns about $6,000), progress is slow, interrupted by brief bursts after you buy a new attribute and suddenly outclass everyone for a couple of races. It's a disappointing shift, especially as *SSX* is now all about creating your own rider.

HANK CARVIN': There's still that beautiful crackle as you rip up the fresh powder.

Sorry if this sounds overly negative, because although *SSX On Tour* isn't as good as the last two, it's still an underwhelming version of a brilliant game. There are still moments – mostly on the later, higher peaks – when you feel the rush of nailing a jump perfectly, holding a trick until the last second and then linking it into an impossible grind. There are still bits that make you catch your breath or punch the air, they're just fewer and further between. Instead of 'being' a fat hillbilly or a cute Japanese girl with a teddy-bear rucksack and earmuffs, you're a beardy slope-jockey swathed in logos and pastel ski-wear. Instead of hurtling down a gigantic pinball table or outracing avalanches, you're weaving between trees and avoiding risks. And, crucially, instead of feeling like part of a huge snowboarding community, you're always acutely aware that you're playing a game. It might be faster, sharper and *technically* better – but *SSX* has never felt this cold. **Joel Snape**

Go On Tour from October 21st.

M-M-M-MONSTER!

The trick system now works like this: 1) Do fiddly tricks until the Monster bar's full 2) Hold the Right analogue in any direction to pull your bindings off and twirl your skis around your head 3) Spin the analogue to 'tweak' the trick by repositioning those skis 4) Hold it as long as you dare before smashing into the snow. Crucial to stage one is the re-jigged combo system, which means yanking back on the stick between jumps to pull a 'butter' – the skiier's equivalent of a *Hawk*'s-style Manual roll.

[illegible] If this happens to you by accident, try to relax as you hit the bottom of the dam. Then: scream.

[illegible] To manage this, you need special electromagnetic board bindings. It'll happen one day.

WINDSCREEN SWIPES Most of the moves come from other 'Exxtreme' disciplines, like breakdancing or pornography.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's *SSX*. Simple, classic, snow-based fun. – But they've somehow made it slightly worse.	+ Clean and sharp, with lovely 'whoooshl' effects. – Bland courses and blander boarders.	+ Nice tunes and nice voices too. – Audio sparse compared to, say, *Tricky*'s.

LIFESPAN

Stacks to do, albeit without that gold medal fever that we got in earlier games. Shame.

MINUTES — YEARS

IT'S BETTER THAN...
ESPN WINTER X GAMES

IT'S WORSE THAN...
SSX3

Brilliant at heart, but smothered under bad design – if you've never played an *SSX* before, get the majestic third game and pretend this doesn't exist.

83

INFOSTRIP

DETAILS
Developer: KCET
Publisher: Konami
Players: 1-8
Memory Save: 2083kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

QUESTION...
Arsenal's Terry Henry and Chelsea's John Thierry (hol) nave signed up to promote this year's *PES*, but what clubs did they play for before joining their current teams?

PUBTALK
The smart arse thing to say down the boozer.
"The very first American version of *PES*, released over there in 2000, was actually called *ESPN MLS Gamenight*. Catchy!"

GAMEFAX
Sports
Realistic
Multitap
Sequel

TRIVBURST
- 200 club and national sides.
- PSP connectivity.
- Six All-Star teams, including a side of goalies.
- Comprehensive boot editing function. Yes.

The MON£Y $HOT
It's kick off time again for *Pro Evo*, and what better way to celebrate than giving Sven's mob another shoeing with Northern Ireland?

"THE BEAUTIFUL GAME'S **EVEN BETTER THAN EVER**"

PRO EVOLUTION SOCCER 5

At last. The full UK version is here. Time to kick off with the greatest number five since Zidane.

If you've read the papers or listened to a radio phone-in show in the last few weeks, you'll know that Premiership football is officially rubbish this season. Ludicrously expensive ticket prices, a lack of goals, champions unworthy of their title because they're too defensive, over-officious refs, Sven... So there's all the more reason to cheer the latest of PS2's premier footballing franchise, right?

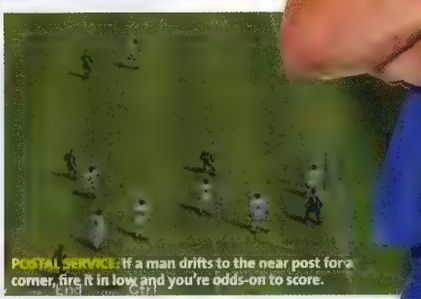
Damn right. But if you were expecting "*PES4* with bells on it" then think again. There are myriad subtle tweaks and changes on the pitch that both enhance the game's depth and present... well, lets just say a fresh challenge to even the most seasoned of *PES* pros.

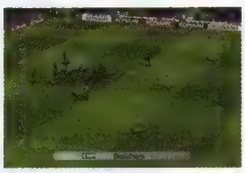
Most noticeable is how physical the action is. If you're leaping for a header against the likes of Adriano with lightweight defenders like Gary Neville, Inter's Brazilian wonder's bulk will swat him out of the air. This means you've got to a) time your leap to out-jump him or b) man-mark him with someone like Rio Ferdinand, as he's more likely to match his strength. Speaking of strength, lumbering strikers like Drogba can now make up for their lack of pace and skill simply by bundling through centre-backs. There's even player momentum to contend with, as the ones who have a high level of 'balance skill' can be barged from the ball, but still manage to carry on going.

Physical jostling is all good, but what might surprise is the distinct change in pace. Where *PES4* was a thrills-and-spills fast flowing affair, *PES5* is almost pedestrian in comparison. There's an even greater emphasis on build-up play and tactical planning. But, although it takes time to adapt, it adds much more of a realistic edge to matches. In fact, just twisting and turning to open up space now feels rewarding in itself, as it's not a given that a slight jink will create anything now.

Take the sprint button, for example. No longer can you collect the ball and peg it forward in one swift move with finger welded to R1. Do that now and you'll lose control and look a fool. Instead you'll want to collect the pass at normal speed and *then* think about making your run. Likewise, your shot or pass control is restricted when haring along at full throttle and control and care are watchwords in virtually every area of the pitch.

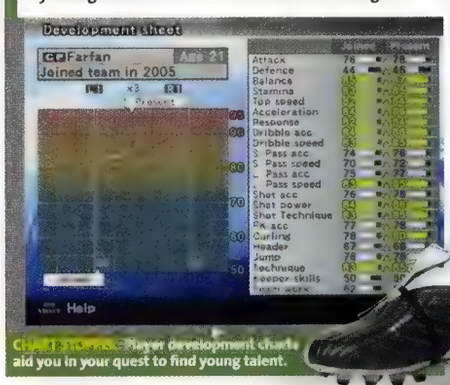
Nifty pivots and sidesteps are easier to perform with the stick and it's by combining these with controlled bursts of speed that you'll ghost


POSTAL SERVICE: If a man drifts to the near post for a corner, fire it in low and you're odds-on to score.



KIDS DON'T WIN TITLES

In last year's Master League, you were saddled with the same old ML players plus three others of your choice, but now you can draft in as many new faces as you like. We've played loads of seasons in Master League and reckon the way forward is to ditch all bar three or four of the younger, standard, ML players (then try and flog them), pick a very strong, experienced spine for the side (CF, CMF, CB and GK) then trawl the markets for the rest, picking promising young players who demand less wages. Train 'em up, get them loads of experience and you just might have a team of world-beaters on your hands. Then again, you might not. That's the fun of the Master League.



Player development charts aid you in your quest to find young talent.

TOP 5 EVOLUTIONS

- Theory of evolution.
- Lancer Evolution VIII.
- *VF4: Evolution.*
- *Evolution* (2001 movie).
- Boyz II Men's Evolution CD.

GAMEPIE

- **50%** Glorious victories.
- **20%** Heartbreaking defeats.
- **10%** Editing teams.
- **10%** Transfers.
- **10%** Swearing at the ref.

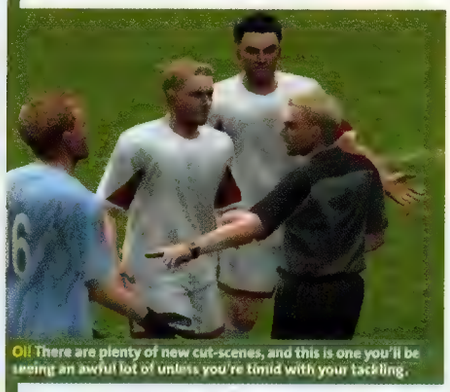
ANSWER

Henry joined Arsenal from Juventus. Prior to that he was at Monaco, while Terry has always been a Chelsea player, apart from a loan spell at Notts Forest in 2000.

FORLAN APART: Call it crazy, but we plumped for Diego Forlan in our ML team. This was his first goal!

HOW SOUNESS NOW?

Many of the refs are ridiculous jobsworths and, coupled with the game seeming to conspire against you on occasion (usually in the dying moments), you'd be forgiven for seeing the red mist. This one really stuck in the throat: At stoppage time in the first half, we're 2-0 up. The opposition has caught us on the break but the attacker is going away from goal towards the corner flag and, when he takes a tumble, the replay *clearly* shows he's two yards out of the area. Pheep! Penalty. Goal. First minute of the second half, the very same thing happens. Cue Souness-style rage.

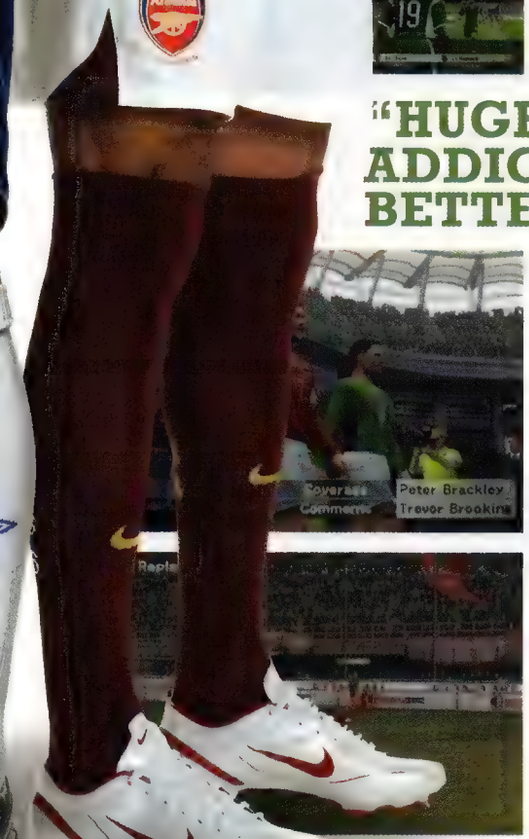


OI! There are plenty of new cut-scenes, and this is one you'll be seeing an awful lot of unless you're timid with your tackling.

GLOVE AFFAIR: The AI of the goalies is much improved, but even so you'll struggle to keep out TWO undeserved penalties.

past defenders, rather than just racing past with out-and-out sprinting. Passing has been improved with new animations, like stooping low to back-flick a header or jumping into the air and chesting the ball down to a teammate. Players like Joe Cole can direct a pass from almost any angle, but less skilled passers like Gary Speed will have to adjust their body before distributing an accurate ball. And with the length and timing of your button press having a greater impact on the weight of your pass, it's trickier to master than before.

"HUGELY PLAYABLE, DETAILED, ADDICTIVE, GORGEOUS AND EVEN BETTER THAN THE REAL THING"



Attacking options have been improved with the introduction of support strikers and attacking midfielders. These give you more tactical scope when going forward and the new 'middle shooting' ability (for players like Lampard) makes for some screaming 25-yarders. There's also a new top spin shot where smashing one on the half-volley will fire a laser-like effort on goal, dipping and swerving with venom. Nice. Regardless of the these new elements, as ever goals generally have to be crafted and worked for, which makes it all the more satisfying when you do net one.

It's not all good news, though. New flaws have appeared where others, like the floaty shots and dodgy keepers, have been ironed out, and it's the refs that have got our goat. For the love of Mike Reilly, what a bunch of *&%9@! Last time we checked, football was a contact sport. So why, then, do they blow up virtually every time two players touch each other? Often the most innocuous looking tussles result in a free kick. You'll be raging like Souness. It may be an accurate representation but it simply makes for a less enjoyable game.

The Master League really could do with an injection of personality too. The menus are dull and, when it boils down, it's pretty much the same as *PES4*. There's a new search engine to find utility players and the like, but it's in need of an overhaul. We're not after a load of gimmicks here, just some new 'life'.

But these quibbles aside, *PES5* sees the series retain its title as the champion of football games. Eminently playable, ridiculously detailed, horribly addictive, gorgeous to behold and even better than the real thing? You betcha. **Nick Ellis**

■ *It's all kicking off on October 21st.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A great representation of the game – Goals are hard to come by. Refs are buffoons.	+ Granddad'll think he's watching a real match. – Still lacks many of the official kits.	+ Decent crowds. – Commentary still as insightful as a pot of lemon curd.

LIFESPAN

PES is value for money personified and entire months can disappear in pursuit of the glorious Master League treble.

MINUTES — YEARS

IT'S BETTER THAN...
FIFA 2006

IT'S WORSE THAN...
NO OTHER FOOTY GAME

The consistently brilliant *PES* franchise plays another blinder and the tweaks in the gameplay provide enough to keep it feeling fresh. Back of the net!

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INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1 - 2
Memory Save: 488KB
Widescreen: No
50-60Hz: No
Surround Sound: No

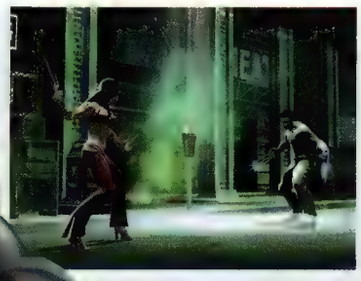
PUBTALK
The smart arse thing to say down the boozer
"EA signed up reknowned illustrator Jae Lee (Spider-Man, Captain America) to draw their brand new band of anti-heroes."

GAMEPIE
30% Fighting the same crappy aliens.
15% Smashing stuff to pieces.
50% Repeating levels.
5% Enjoyment.

GAMEFAX
Beat 'em up
Superhero
Easy
Shit

TRIVBURST
- Fight as one of Marvel's creations, including Wolverine and Storm.
- Use the environment by throwing cars and statues around.

The MON£Y $HOT
The close-up shots of the action show faint glimpses of actual fun and violence. If only it played like this all the way through.



FOOT THE BILL: EA have created their own new characters to fight alongside Marvel's classics. The sheer audacity...

MODE RAGE

Punching the brown out of consecutive enemies will culminate in your rage meter filling up, allowing you to pull off your characters' trademark moves. For example, holding L1 unsheathes Wolverine's claws and cause double the damage on your foes. Also, once the meter starts to flash, you can enter Rage mode – kind of like the Blazin' mode from *Def Jam: FFNY*, except not as good. This makes your character temporarily bananas (in a violent sense) and allows you to deliver death while being pseudo-indestructible. It's a nice touch, but we would've preferred a full on *Def Jam* copy where Wolverine is shown gouging out Storm's eyes in slow motion.

GET YOUR RAGE ON: One tap of L1 and Wolverine turns from a mild-mannered hero into a slash-happy mentalist. Nice.

"SO APTLY NAMED IT'S NOT EVEN FUNNY"

MARVEL NEMESIS
RISE OF THE IMPERFECTS

More 'imperfect' than something to 'marvel' at, EA's superhero slugfest is a crushing disappointment.

What the hell happened? When we first clapped eyes on *Marvel Nemesis: Rise of the Imperfects* we allowed ourselves delicious dreams of a superhero fighting game coupled with *Def Jam: FFNY*'s ultraviolence. We pictured Wolverine lacerating Spider-Man with his adamantium claws before nonchalantly shredding The Thing into gravel – all played out in the brutal stylings that made *Def Jam* so entertaining. Alas, we were wrong. But hang on – it *does* bear a resemblance to another one of EA's (in)famous games... the 30% scoring *Catwoman*. Noooo.

Yep, the toe-to-toe action of *Marvel Nemesis* is more comparable to the lightweight rumbles found in EA's other 'comic' (ie, funny) game, *Crapwoman*. It starts out repetitive and tedious and, as you fight your way through what appear to be the exact same three levels played in a loop (crumbling bridge, Avenger's house and streets), it just gets worse. As you battle to the overlord of all things Imperfect (the band of spike-armed shitheels that EA had the balls to create especially for the game), you're faced with wave after wave of pathetic alien enemies and, no matter which of the Marvel force you're playing as, the battles feel exactly the same. You dodge around a bit (△) unleash a 'flurry' of attacks (OK, one combo, with the only attack button – □) and repeat to fade. The only distinction between the likes of Venom (who incorrectly uses Spider-Man style web-slinging to get around) and The Thing is the ability to unfurl projectile assaults. However, the fella who looks like he's made from tangerine skins can lob cars as well.

There's barely a redeeming feature with *Marvel Nemesis*. The destructible scenery is a nice touch, but once you've toppled one Daily Bugle sign, you've toppled them all and it's simply not enough to gloss over the cracks in what should've been a quality beat-'em up. The fighting's dull, the story's dire and the fact that there aren't any four-player modes makes this an embarrassing use of Marvel's brilliant array of characters. There's the compulsory online mode but as there are only head-to-head battles, rather than mass brawls, it's weak. It's a shame really, as all the ingredients are here for a splendid game – but EA have got it all spectacularly wrong and, as a result, it's turned out to be every bit as imperfect as its title suggests. What a waste. **Nathan Irvine**

■ Marvel Nemesis *is out now*

PSM² VERDICT

GAMEPLAY
+ All the superhero antics you could wish for...
– ...played out in a hollow, soulless package.

GRAPHICS
+ Characters are as big and bolshy as The Thing.
– Uninspiring scenery and jerky animation.

SOUND
+ Rousing orchestral score sets the mood well.
– Character dialogue is repetitive and annoying.

LIFESPAN
You get a full, if pathetic, story mode to play through and there are loads of playable characters to unlock.
MINUTES — YEARS

IT'S BETTER THAN...
CATWOMAN

IT'S WORSE THAN...
FANTASTIC 4

A tired superhero jaunt that offers very little in the form of originality or entertainment. Nothing like the *Def Jam*-beater we'd been crying out for.

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PSP IS HERE

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yourpsp.com

12+
www.pegi.info

INFOSTRIP

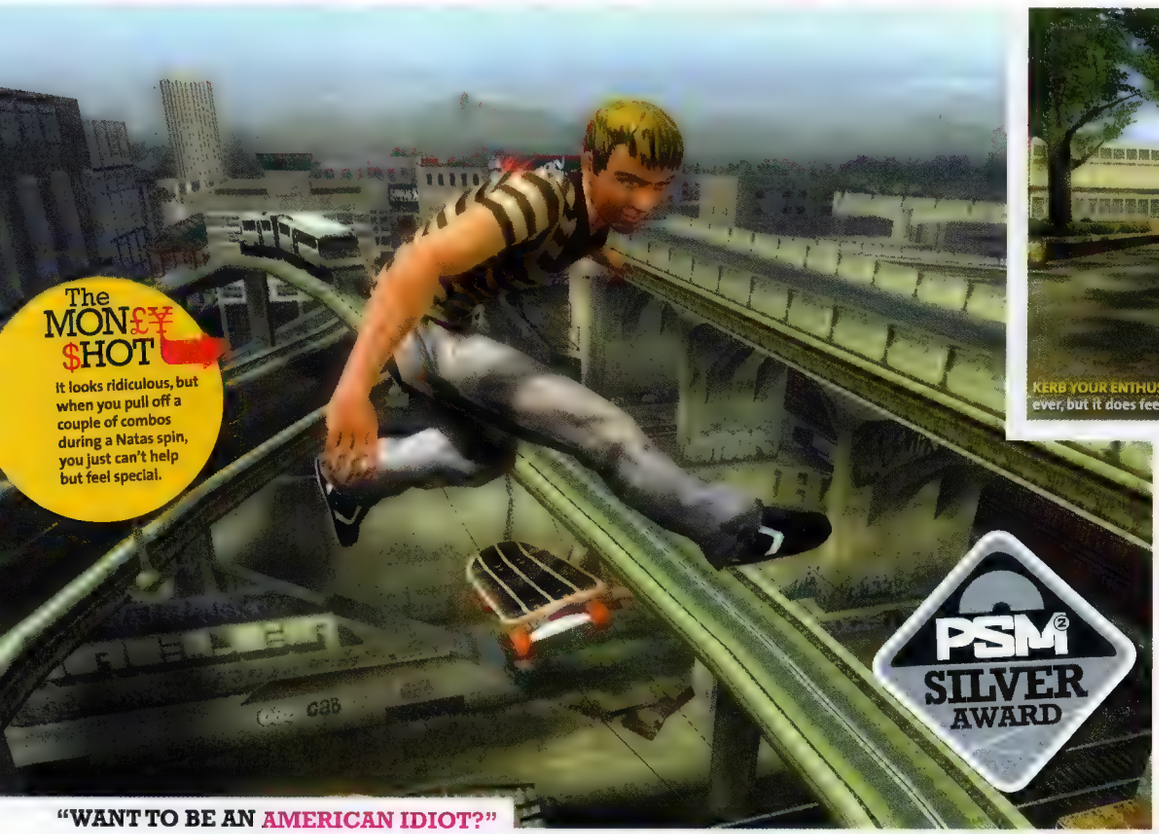
DETAILS
Developer: Neversoft
Publisher: Activision
Players: 1-2
Memory Save: 133KB
Widescreen: Yes
50-60Hz: No
Surround Sound: No

QUESTION...
At the 1999 X-Games, Tony Hawk pulled off a single spectacular trick to win the competition. What was it?

PUBTALK
The smart arse thing to say down the boozer.
"Tony Hawk is related to Henry Hudson (discoverer of the Hudson River). His son would've been Hudson Hawk, but the bad film made them drop the idea."

GAMEFAX
Sports | Sequel | Network | Addictive

TRIVBURST
- Unlock classic areas of a sprawling LA landscape including Hollywood and Beverly Hills
- Ride around the online skate parks with all your virtual skater pals.



The MON£Y $HOT
It looks ridiculous, but when you pull off a couple of combos during a Natas spin, you just can't help but feel special.

KERB YOUR ENTHUSIASM: Grinds and lip tricks are as good as ever, but it does feel easier to pull off.

PHONEY HAWKS

As ever, you can get your face into the game via EyeToy and digital cameras. But the developers have taken note of the recent boom in camera phones and they now allow you to download a shot from your fancy talk-piece and send it to them on an email. The process is pretty much the same as the digital camera method (download pic from your phone, attach to e-mail, fire it off to Neversoft and they'll do the hard work of creating your look for the game), but it's more likely people will own camera phones than expensive digital ones.

FACE MAPPING
Step A:
Make sure your phone has a camera feature, and the ability to send and receive e-mail or multimedia messages.
RINGING THE CHANGES: There's a handy menu to instruct you on how to extract your photo from your camera phone.

"WANT TO BE AN AMERICAN IDIOT?"

TONY HAWK'S AMERICAN WASTELAND

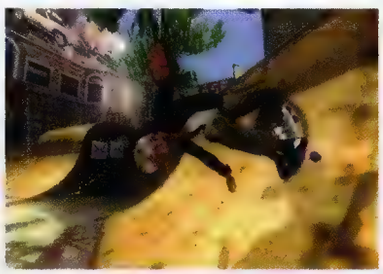
Tony's gone back to basics. Power glides, old school pools and skitching on the back of a huge dog.

With Bam Margera now taking a back seat to the action (about time too) *Tony Hawk's American Wasteland* has the chance to pull the series back from the brink of the slapstick canyon it'd been hurtling towards. But instead it seems as though flirting with Bam and his 'wacky' ways has rubbed off on Mr Hawk and his band of skaters because they're still all about the craziness. Come on, Tones, you're thirty-seven years old, it's time to grow up. Fortunately, not even the puerile humour can dampen *THAW's* appeal – and there's even a treat for all you skateboard veterans out there. All three of you.

That's right, as well as providing schoolboy humour to entice small kids – who we're not entirely sure to laugh at it anyway – *THAW* returns to its old-school roots with a little help from some skating legends. So while there's still set-pieces like kick-flipping over an actor's head and avoiding his security (seriously), you've also got fellas like Tony Alva on hand to teach you a few essential old tricks, like the classic Bert slides (a slalom move where the boarder palms the floor). Having these old guys offering advice is refreshing, although Alva *did* make us dress-up as an alien and smash a Ferris wheel into the sea.

Another example of *THAW*'s attempts to get back to its roots is the setting – Los Angeles. Now, to the untrained mind this may not hold any significance, but LA is, apparently, the spiritual home of skateboarding. *THAW* mimics the lines and skate parks of the city pretty well, although you might not recognise the place at first glance. Broken up into several areas (Santa Monica, Hollywood, Beverly Hills and so on) each feels more like a playground than an actual representation. For example, you can see the famous sign of Hollywood and, yes, there's the star-paved Walk of Fame... but without these landmarks, you could pretty much be anywhere. But that's not to say that these places aren't fun to skate in – they certainly are, rest assured.

The thrill of busting through intricate lines and losing yourself in the hypnotic gameplay is still present, and with all the new character models and animations, *THAW* looks slicker than ever. Try the new flips and rolls. You don't even need your Special Bar to be full before pulling them off – just simply go into a grab (◎) and double-tap ↑ or ↓ to flip over and ← or → to roll your boarder. Sweet as. Even when off your



TOP 5 HAWKS

- Tony
- Black Hawk Down
- Hawk The Slayer
- Terrorhawks
- Sparrowhawk

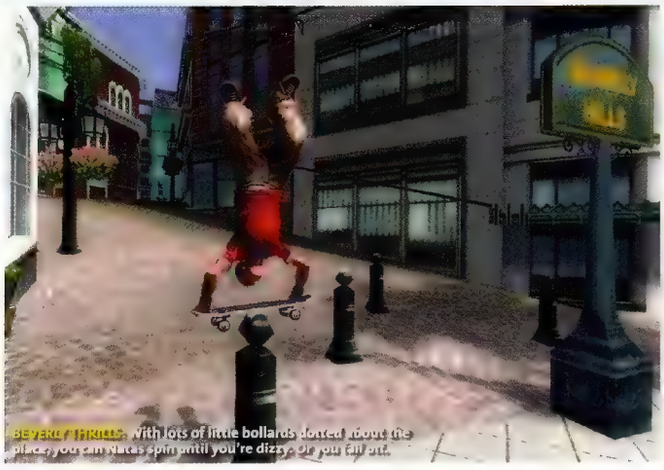
GAMEPIE

45% Boarding.
05% Biking/
25% Learning new moves.
25% Smashing up scenery.

ANSWER

It was the world's first 900-degree spin. That's two-and-a-half full revolutions in mid-air. Madness.

HEAVY PEDAL: The gravity-defying physics will make you fly high. Even on a weighty bike.



SEVERE THRILLS: With lots of little bollards dotted about the place, you can Nutas spin until you're dizzy. Or you fall off.

SKATER'S PARADISE

While you work through the story mode, your ultimate objective is to create the finest skate park in the whole of Los Angeles. Don't worry about finding the correct items, your mates are on hand to point out which bits you need to trick on to take it home – like a statue, giant staircase or, our favourite, the huge T-Rex head. Once it's all completed you can skate or ride until your heart's content around the finest playground in *Tony Hawk* history. Sweet.

SKATEPARK INVASION: The little green chap is stood atop one of the giant ramps. Look at rest of the park! You did that.

board, it all feels slick. Unlike *THUG* and *THUG2*, it's no longer a chore to control your skater as they walk about. For once, your boarders don't feel so robotic as they run and climb, and you can even perform Parkour moves (free-running skills like running up walls and flipping between walls) to reach high vantage points. It's the best looking of the *Hawk* series yet, no question.

While also looking great, *THAW* also has a nice story mode to get your wheels into. However, it's still ludicrous. You select a skater and head off to earn your fortune in pro-skateboarding, arrive in LA, get robbed, and then meet Mindy, who puts you in contact with the guys that'll hone your skills. That's fine, but then all of a sudden you're stealing huge staircases and breaking the rails of rollercoasters – which was quite funny... until we saw the carriage of people screaming as they fell to their death. Nasty. There's also a great deal of film references to look out for, like the Fight Club homage (Skate Club) where you're stripped of you're shirt and left shoeless by a Brad Pitt-style fella. There's even a reference to Michael Douglas's character in Falling Down – a guy complete with a heat-seeking rocket launcher with which he blasts a Metro station. But there's a reason for all this destruction – as the story unfolds, you have to collect features (statues, huge T-Rex heads – that sort of thing) to create the ultimate skate park (see Skater's Paradise).

As far-fetched as it may be, *THAW* will hopefully dispel the notion that the *Tony Hawk* series is getting increasing dull and stupid. With new innovations like transport between areas (although you don't actually get to drive the bus or cars) and bikes (which admittedly aren't as good skateboards but still fun) there's more than enough to keep you mobile and busy. Oh *and* there's a complete Classic mode full of your favourite refreshed skate parks from past *Hawk* games (like the Dowtown Minneapolis stage from the first *Tony*) although they're now tiny compared to the new and improved stages. Let's just pray that Bam sits quietly from now on. Or just gives up boarding for good. **Nathan Irvine**

■ *THAW* skates into shops from October 28th.

"GRAB STATUES AND T-REX HEADS TO CREATE THE ULTIMATE SKATER'S PARADISE"

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A return to the essentials of skating. – There's still a lot of rubbish Jackass-isms.	+ Increased animations and body models. – Getting stuck between objects is annoying.	+ Green Day are here, which is always good. – The Scissor Sisters are sooo last year.

LIFESPAN

You've got a fairly decent story mode to work through and when you're done, there's the Classic mode to get your teeth into.

MINUTES — YEARS

IT'S BETTER THAN...
THUG 2

IT'S WORSE THAN...
TONY HAWKS 3

It's better than *THUG2* but when it all boils down it's pretty much the same as ever. If you like your *Tony* games, then this is a must buy. If not...

86

INFOSTRIP

DETAILS
Developer: Treyarch
Publisher: Activision
Players: 1
Memory Save: 678kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

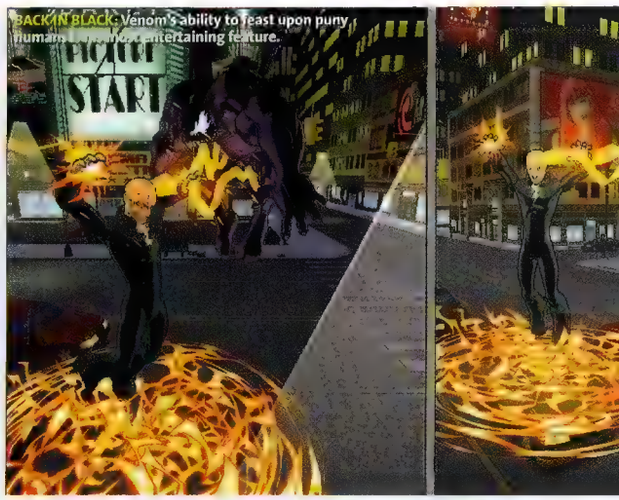
QUESTION...
Wait a second... *Ultimate Spider-Man*'s storyline conflicts with the Spider-Man tale I know and love. What's going on there then, eh? I demand an answer!

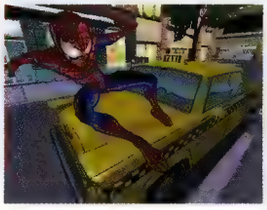
PUBTALK
The smart arse thing to say down the boozer.
"Ever wondered why Venom looks so different from other Marvel characters? He was designed by Spawn creator Todd McFarlane, that's why."

GAMEFAX
Action
Superhero
Hard
Stupid

TRIVBURST
- Set across a vast recreation of New York City.
- Play as both Spider-Man himself and his evil nemesis, Venom.
- Dozens of side-missions to complete.

The MON£¥ $HOT
Many of the boss fights take place across large portions of the city, which really gives the game a much-needed sense of scale.
PSM2 BRONZE AWARD





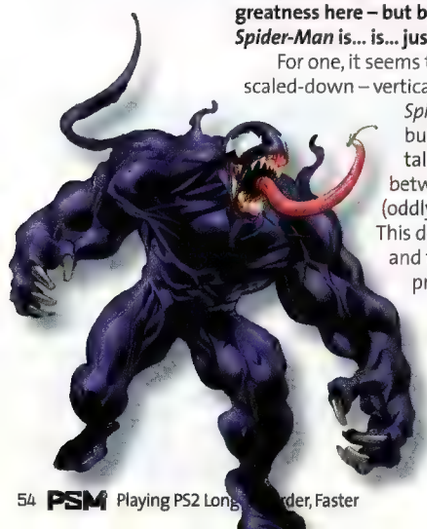
"A DISAPPOINTMENT, NOT A MARVEL"

ULTIMATE SPIDER-MAN

Well, the last *Spider-Man* game was utterly great. This new one, however, isn't. Sausage roll?

If we wanted to be frustrated we'd visit a unisex sauna or use public transport. We don't play videogames to experience frustration. We play them to be entertained and smile and laugh and have fun. Yet *Ultimate Spider-Man* is so bloody annoying it upsets any greatness you might find in what is best described (diplomatically) as a 'rough diamond'. And it's not because we're ham-fisted chimps either. There are some flourishes of greatness here – but by and large playing *Ultimate Spider-Man* is... is... just plain *infuriating*.

For one, it seems to have been mysteriously scaled-down – vertically, at least – since the great *Spider-Man 2* game. The buildings are nowhere near as tall and you can merrily skip between rooftops with Spidey's (oddly powerful) double jump. This destroys any sense of scale and the epic feel of its predecessor is lost. The city *is* larger, though, and there's loads more to explore and collect. If you're a completist nutter who collected every skyscraper token in the last game then this is for you.



The fabulous swinging system remains intact, however, and slinging Spidey around the city feels as accomplished and exhilarating as ever. Hold R2 and a string of web will latch onto buildings letting you throw yourself through the city, just like real spiders, erm, don't. Combine R2 with L2 and you'll 'web zip' which propels you forwards and upwards. You can run up walls too, as well as having the usual ability to crawl and leap for miles into the air. Your web can be used offensively too. Gum up goons, then fling them around like rag dolls or hang them from lamp posts.

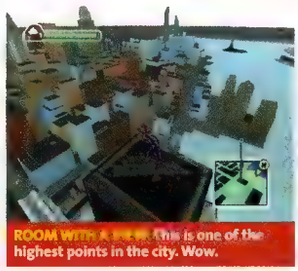
The combat could've been better, though. It feels flat and unresponsive. There's no sense of impact and you don't really seem to be doing much. We beat a boss by hammering △ for five minutes. Hardly the multi-faceted brawling we'd hoped for. You can create combos by combining stabs of △ and □, but they're barely noticeable save for hollow exclamations of "Good!" and "Excellent!" flashing across the screen.

The actual structure of the game is equally fractured. Between story missions you're *forced* to roam around the city performing 'city tasks' that

THE CITY THAT NEVER SLEEPS

A humungous portion of New York City has been 'recreated' in *Ultimate Spider-Man* and it pays to explore. There are 'landmark tokens' placed near buildings and areas of note, and collecting them all earns you bonuses and extra content. There's also thrills to be had in climbing the highest building in the city and admiring the urban sprawl before you.

GIVE ME LIBERTY: Here is the Statue of Liberty. Big, isn't it? Yes. It is. It's huge.

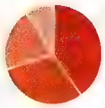

ROOM WITH A VIEW: This is one of the highest points in the city. Wow.

DESKTOP ICONS: Collect these icons at landmarks to unlock bonus guff.

TOP 5 PARKERS

- Peter Parker
- Parker from Thunderbirds
- Parker pens
- Mark Park(er)
- Green. With a furry hood

GAMEPIE

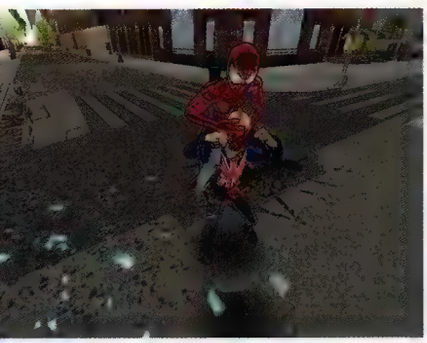


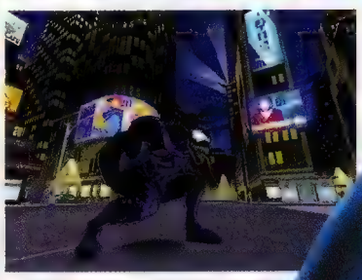
40% Swinging
30% Falling
20% Punching
10% Moaning

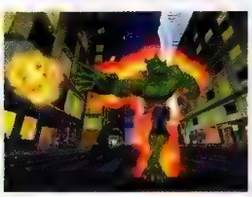
ANSWER

The 'Ultimate' comics are in an 'alternate universe' to the regular ones. This lets them explore plotlines that'd screw up the normal timeline.

STREET LIFE: Some areas are really quite lovely-looking, ...ably Times Square. Especially at night.







RHINO NASTY

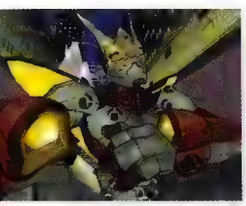
The Rhino boss fight got on our nerves to the extent that we've devoted this entire box to it. It's also a fine example of the kind of frustration you're likely to experience during gameplay. He constantly tosses cars at you, right? Well, we figured we'd swing around until he'd thrown them all. Once they were all gone, *every one of them respawned instantly*. Sorry, but that's just rubbish. Also, you're confined to one tiny area. And Rhino's health takes sodding forever to go down. And his attacks do far too much damage. And... well, we hate him.

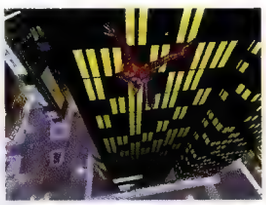
FOG ON THE RHINO: The only way to defeat Rhino is to beat down upon exposed circuitry in his back. It takes forever.

we hate. There are checkpoint races (one of the most loathsome things in gameland and a worrying new trend), so-called 'combat tours' (follow the radar, punch a load of bad guys, fight a bit of a boss) and other tasks including taking folk to hospital and rescuing people hanging from buildings. It's very dull and appears to have been included to artificially extend the lifespan of the game. We're not fooled. Just let us do the story missions, ferchrissake.

"ULTIMATE SPIDEY IS VISUALLY UNIQUE. BUT SO WAS VIB RIPPLE AND THAT WAS RUBBISH"

The big feature in *Ultimate* is the ability to play as Spidey's nemesis, Venom. Venom is a very cool character – a fearsome, rampaging monster with one of the best 'costumes' in the Marvel universe – and his bits of the game are quite enjoyable. His life bar is constantly decreasing, meaning you have to 'feed' on innocent bystanders. The first Venom mission involves him *killing, eating and spitting up a child*. Which is a bit mean. He controls a lot like The Hulk in *Ultimate Destruction*, with a super leap to carry him about the city and the ability to climb up walls. His attacks are virtually the same as Spidey's, mind you, except that he gets to use his tentacles. And he doesn't have to do any city tasks, which is a blessed relief, frankly.





As well as regular combat and exploration there are some Bemani-style sections mid-mission. If, for example, you have to rescue someone trapped under a car you tap L1 and R1 alternately to pull it up. Every game in the world seems to be doing this these days – *Fahrenheit*, *Resident Evil 4*, *God of War*... the list goes on.

As far as presentation goes, however, it looks fantastic. It uses similar panel-sliding cut-scene tomfoolery and cel-shading (or '3D Comic Book Inking Technology' as they're preposterously calling it) to *XIII* and it's visually unique. But so was *Vib Ripple* and that was rubbish. *USM*, however, isn't rubbish by any stretch of the imagination but it simply fails on too many levels to be essential. *Spider-Man 2* was much better. If only we could understand how it went so wrong – not being bound to a film license should've freed the developers up creatively, but instead it's been their downfall. **Andy Kelly**

■ Ultimate Spider-Man *is out now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ There's a real sense of freedom. – The combat is hugely unsatisfying.	+ Unique cut-scenes and visual elements. – Objects in the distance look awful.	+ The city ambience is very nice. – That dreadful techno music drives us mad.

LIFESPAN

Scores of side-missions for the dedicated and a decent helping of story missions. Not a short game, but will you stick with it?

MINUTES ——— YEARS

IT'S BETTER THAN...
THE INCREDIBLES

IT'S WORSE THAN...
SPIDER-MAN 2

A decent, but disappointing, follow-up to *Spider-Man 2*. Not terrible, by any means, but rife with flaws and often infuriating. We had such high hopes for this, too.

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INFOSTRIP

DETAILS
Developer: Hypnotix
Publisher: Take-Two
Players: 1-4
Memory Save: 83kb
Widescreen: No
50-60Hz: No
Surround Sound: No

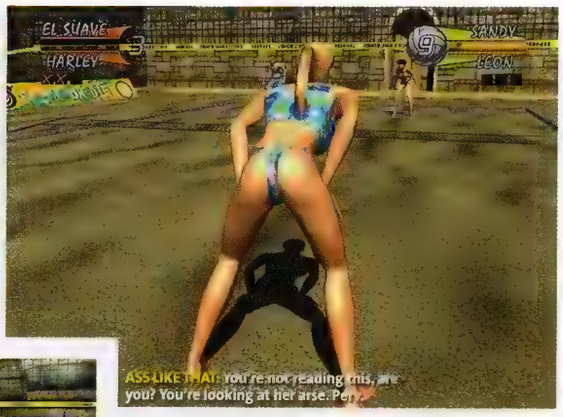
PUBTALK
The smart arse thing to say down the boozer
"Volleyball was originally called 'mintonette' and was invented by William G Morgan in 1895. So you can blame him."

GAMEPIE
10% Volleyball
45% Angering commentary
45% Breasts

GAMEFAX
Sports
Saucy
Stupid
Multitap

TRIVBURST
- Play online.
- Courts include a jungle and a sewer.
- "Over 50 skimpy outfits per character, including string bikinis!" Sigh.

EL SUAVE
SANDY
LEON
The MON£Y $HOT
It actually looks quite good here, doesn't it? Sadly, it's not. Aren't you amazed we didn't use another giant arse shot here? We certainly are.



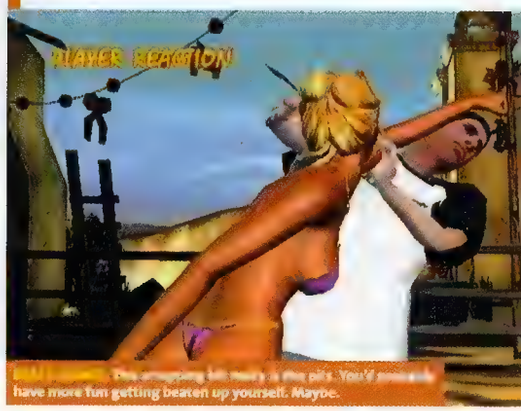
"LIFE'S A BEACH AND THEN YOU PLAY THIS"

OUTLAW VOLLEYBALL REMIXED

Big, bouncy, leathery spheres – that's what this is all about. And there's some volleyball too. [cough]

LIFE'S A BEACH, SO LET'S RUCK

Just in case you're a bit put off by the idea of a half-arsed volleyball sim, don't panic – *Outlaw Volleyball Remixed* has another trick up its sleeve, in the form of [drum roll, please]... the worst beat-'em-up you've *ever* played. Yep, during matches, you can challenge an opponent to a bit of one-on-one rumbling in an attempt to send the momentum of the match your way. (There's a momentum meter.) The moves? One punch. One kick. Block. A crap special move. And, despite it being in 3D, you can only move left and right. This has the special distinction of being even *worse* than *Fight Club*. OK, it's only a sub-game but... *jeez*.



Given that volleyball is never popular unless it's played on the beach by scantily-clad ladies, the only people likely to be buying *Outlaw Volleyball Remixed* are those enticed by the line on the back of the box that reads, "17 half-naked characters, including Trixie the college co-ed!" That's right, the same kind of people that bought *Street Racing Syndicate* just so they could see vaguely-embarrassed women dancing in their undercrackers.

So you pick a player and a partner from a selection of 'wacky' guy and gals – Ice Trey (Geddit? *Geddit?*) the comedy rapper, for instance, or Lizzy the rough-as-sandpaper Cock-er-nee – and then, well, play some volleyball. Don't, however, expect to win straight away, because you won't. This is nothing to do with needing to familiarise yourself with the game, mind you, but because the 'ballers available from the off are crap and will remain so until you've done some training and upgraded their stats. Hmm. Don't worry, though – the training modes are much more fun than the main game itself, involving some entertaining ideas like smashing down rows of spectators as they advance on you, space invaders-style. If only the bulk of the action were that good.

When you first jump into a proper match, you'll find that it's unplayable due to the way the camera follows the ball about, meaning that when you have it, you can't see where the opposition is and when they have it, you can't see where *you* are. Great idea there, guys. Fortunately, you can find a workable camera from the menus, at which point you discover that *OVR*, while competent, is far from scintillating. And, once you've got to grips with it, you can run rings around the AI, pulling off the same tricks over and over again without it wising up. Shot placement, meanwhile, involves powering up your strength bar and moving a cursor to where you want the ball to go, which, though it *works*, hardly requires any skill on your part. It's *too easy* to play and yet *too hard* to win.

Although OK in multi-player, *Outlaw Volleyball Remixed* (total differences from the ancient Xbox original? A couple of new courts and an online mode...) offers the solo player little other than the worst commentary known to man – it's like the one in *Outlaw Golf* but it *never stops* – and time to convince themselves that watching jiggling digital chubs is much better than going outside and meeting real women with *real* jiggling chubs. And if that's your bag, fair enough. But don't come near us with your sticky, hairy palms. **David Cook**

■ Outlaw Volleyball *is out now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Decent in multi-player. – But it's still a pretty poor sim of, frankly, a pretty poor sport.	+ The intro showing you all the players is nice. – Looks quite jaggy from a distant viewpoint.	+ The voice samples are funny. Once. – Unceasing commentary tortures your ears.

LIFESPAN
You might drag this out for a while in two-player or online. But even then, you probably won't want to bother.
MINUTES ——— YEARS

IT'S BETTER THAN...
SUMMER HEAT VOLLEYBALL

IT'S WORSE THAN...
VIRTUA TENNIS 2

A crap volleyball sim, but if you're mad on cartoon women in bikinis, hell, this is worth 101%. For people who actually want a decent *game*, it's...

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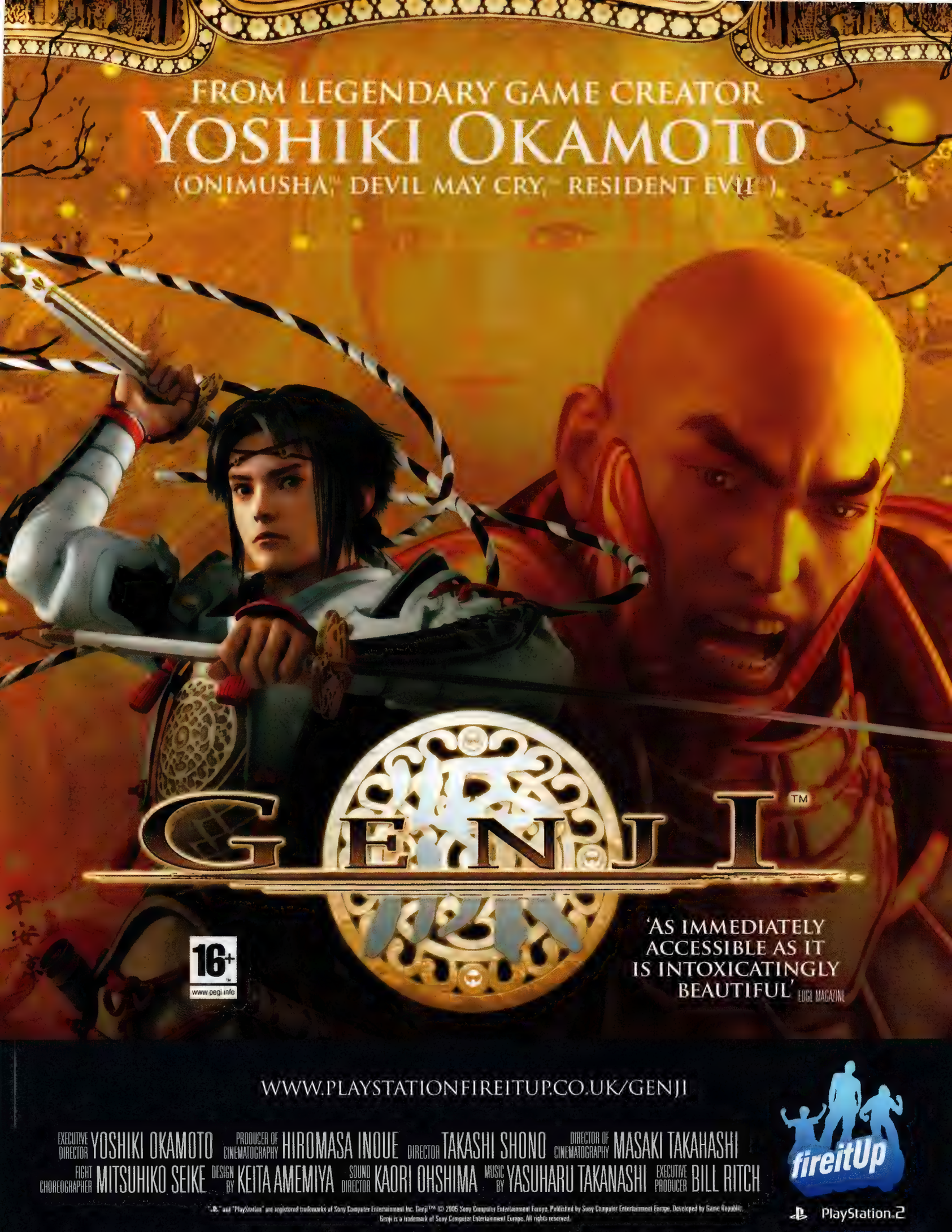
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INFOSTRIP

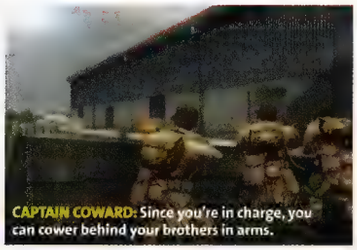
DETAILS
Developer: Gearbox Software
Publisher: Ubisoft
Players: 1-2
Memory Save: 76 kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

QUESTION...
Who killed more Russians, Hitler or Stalin?

PUBTALK
The smart arse thing to say down the boozer.
"On D-Day, paratroopers carried an average of 70 to 90 pounds of equipment including rifle, ammo, explosives, wire cutters, and gas masks. Heavy, man."

GAMEFAX
War | Shooter | Hard | Sequel

TRIVBURST
- Play offline split-screen with your best mate.
- Play online against blokes you don't know.


CAPTAIN COWARD: Since you're in charge, you can cower behind your brothers in arms.

BETTER RED THAN DEAD

This time the story follows Joe 'Red' Hartsock, converging in parts with Matt Baker's escapades in *Road to Hill 30* and then stretching into Normandy. Presentation again is excellent in the Band of Brothers/ Saving Private Ryan tradition. While Baker was fighting solely for his men, Red has to make it home to his wife and kids – and then there's the little matter of delivering a hammer blow to fascism while he's at it.

MEET JOE: The very embodiement of the reluctant war hero, 'Red' has seen more dead bodies than you've had hot dinners.

CHHHHAAAARRRGGEEE! If you haven't thought out your plan, you're sending your men to certain death!

The MON£¥ $HOT
Waiting to launch an assault while your team keeps the enemy suppressed in position is breathtaking. Once you've gone, there's no going back.
PSM2 SILVER AWARD

"HE AIN'T HEAVY – HE'S MY BROTHER IN ARMS"

BROTHERS IN ARMS EARNED IN BLOOD

It's the same war and the same name... But is it the same game?

Let's face it, the clues are there. If you fancy a triumphant gun-and-run through war-ravaged Europe, bashing the bosh and getting to Berlin in time for whiskey and cigars, then *Earned In Blood* really isn't for you. Predecessor *The Road To Hill 30* was a considered, serious shooter with one of the most accomplished squad control systems committed to binary, and historical accuracy that stretched way beyond having the protagonists in the right colour uniform. *Earned In Blood* picks up during the very same D-Day landings as its predecessor, but the question is – just how far has it advanced?

"STRADDLES THE BRIDGE BETWEEN REALISM AND ENTERTAINMENT"

If it slipped under your radar last time out, *BIA* requires a different approach, one in which the brain is mightier than the gun. You play as a Sergeant in control of two squads, an assault team and a fire team (and, later, tanks and half-tracks). You're also aided with an isometric map which details the terrain and allied/enemy positions, while in-game your enemy will have suppression indicators above their heads, showing their position. Once you've found their location, use your fire team to keep them pinned down, turning their suppression indicator from red to grey. This fixes them in position and means they'll fire less often and less accurately. Then flank them with your fire team before moving in to take them out. This basic tactical approach is the formula to progression in *Earned In Blood* and soon becomes second nature.

Earned In Blood is a tough nut to crack. Your enemies are smart and lethal – hanging about in

TOP 5 PARKERS

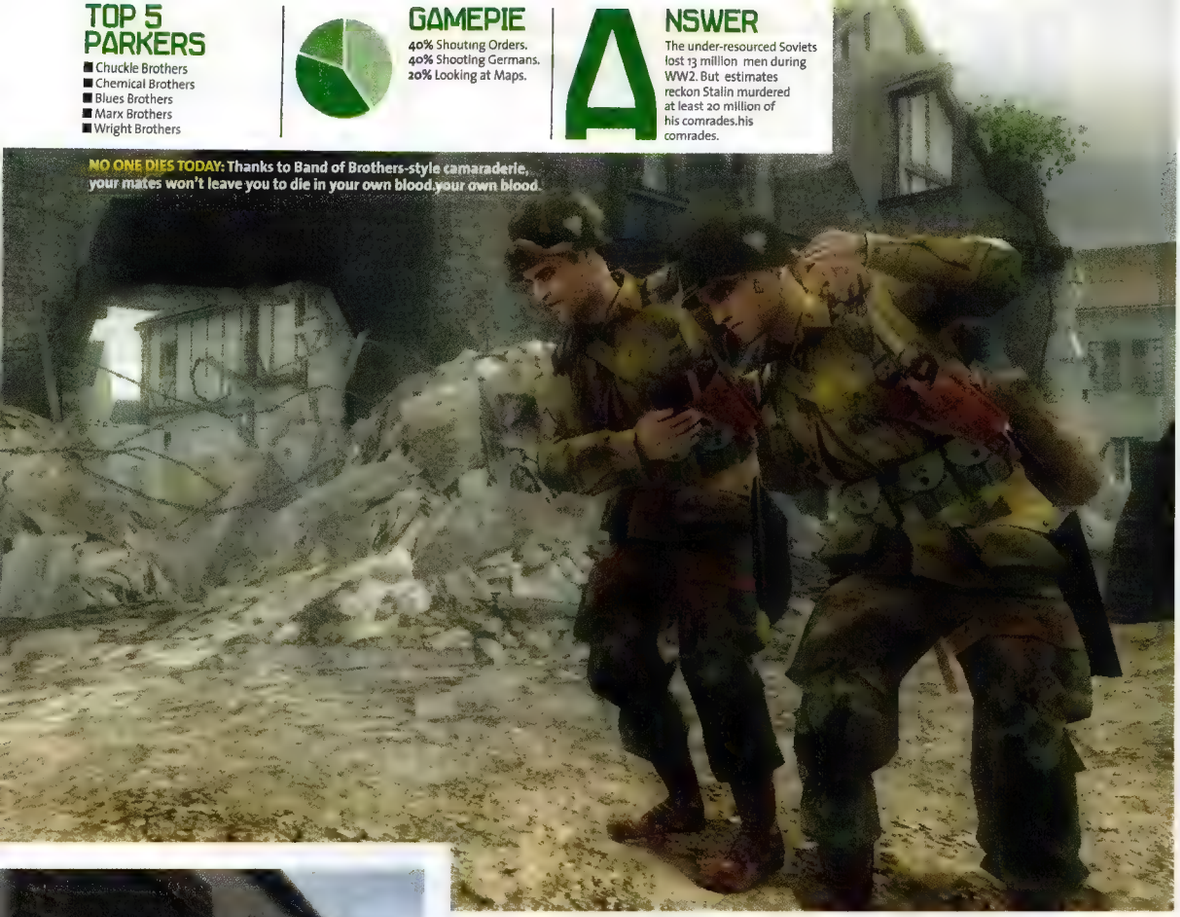
- Chuckle Brothers
- Chemical Brothers
- Blues Brothers
- Marx Brothers
- Wright Brothers

GAMEPIE

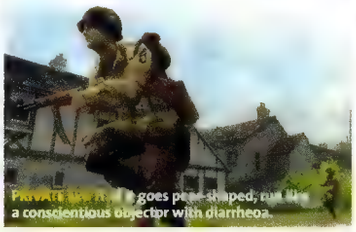
40% Shouting Orders.
40% Shooting Germans.
20% Looking at Maps.

ANSWER

The under-resourced Soviets lost 13 million men during WW2. But estimates reckon Stalin murdered at least 20 million of his comrades.his comrades.



NO ONE DIES TODAY: Thanks to Band of Brothers-style camaraderie, your mates won't leave you to die in your own blood.your own blood.



PRIVATE WAR: If it goes pear-shaped, run like a conscientious objector with diarrhoea.

SHOOT TO SKILL

The fire-and-flank approach is made all the more essential by the imposed handicap. Even when you've got fully-lined up shots you'll often find them missing, which, while accurate given the shaky-hand nature of warfare, is still bloody annoying. Winning the battle requires you to out-think the enemy rather than relying solely on quick reactions and sharp aiming.

FULL FRONTAL: You're going to have to stare the enemy right in the face again and again and again, until you bit him – grrrrr.

HOLD THE FORT: Skirmish mode has you defending random locations against respawning waves of rock hard infantry.

"THIS IS WAR AT ITS LEAST GLAMOROUS AND MOST BRUTAL – HOW IT REALLY WAS"

open ground or being outflanked *will* put paid to your men's dreams of making it back to childhood sweethearts in the American mid-west, and their children will grow up fatherless. And you wouldn't want that on your conscience, would you?

Things are made trickier by improved enemy AI. Now Jerries won't stay entrenched as you advance, but will react dynamically to your movements, even choosing to attack from defensive positions if necessary. Flushing out the Hun on the run has never been more fulfilling. Thankfully, your squad are now more likely to take cover on the right side of the wall and actually listen to your commands more often than before.

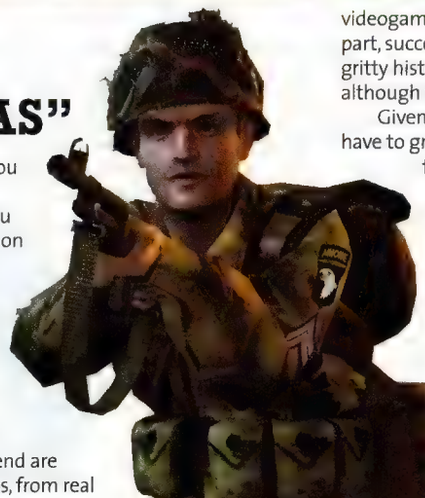
At its best there are few games that come close to providing the satisfaction you get from *Earned In Blood*. Rapidly sweeping through a train yard as you strategically position your fire team on the fly while you and your assault team outflank the confused enemy in loud, angry battles where one foray away from cover can lead to certain death, is, frankly, immense. This is war at its least glamorous and most brutal – how it really *was*. The streets you'll capture and the churches you'll defend are recreated from real plans and photos, from real missions accomplished by real people. There are no huge battlefields where you take out thousands of enemies and then hoist the flag up gloriously. It's a battle for France inch-by-inch, to secure objectives as insignificant and demoralising as bombed out houses and could-be-anywhere crossroads. You can understand where the Stop The War coalition are coming from. Being in a soldier must be a real pain in the arse.

Fortunately, as it's a game, you don't have to pick up the flesh wounds, or eyeball some other geezer in the face before blowing a hole in their stomach while your best mate screams out in agony with half his face in his hands. War isn't fair, but a videogame should be. And so *BIA*, for the most part, successfully straddles that bridge between gritty historical realism and entertainment, although this does cause it's own problems.

Given that there are few 'easy' wars, you really have to grind your way through some sections and the 'suppress and flank' gameplay can be a touch repetitive, although thanks to smarter enemies, less so than in *Road To Hill 30*. The environments are accurate, but there's a lack of variety. Ultimately, this is not a sequel that rises up beyond the call of duty, but more of an expansion pack that improves in key areas – after all, the original is only *six months old*. Still, *Brothers in Arms: Earned In Blood* is easily one of the finest war games you'll play on PS2. **Peter Webber**

■ *Earn your stripes now.*

PARK LIFE: *Earned In Blood* sets the benchmark for WW2 squad shooters. Ahem.



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Work your brains as well as your thumbs. – It's almost identical to *Road to Hill 30*.	+ Evocative and technically accurate. – There's not much variety and it's very, very grey.	+ Ear-shatteringly loud explosions. – The orchestral theme becomes irritating.

LIFESPAN

Split-screen co-op and a range of skirmish challenges mean there's plenty to come back to after the main campaign.

MINUTES — YEARS

IT'S BETTER THAN...
MOH: EUROPEAN ASSAULT

IT'S WORSE THAN...
CALL OF DUTY

Following the same battle-plan as its predecessor, *Earned In Blood* is the thinking man's squad shooter. But it can be a bit of a slog at times.

84

INFOSTRIP

DETAILS
Developer: Evolution
Publisher: Sony
Players: 1-16
Memory Save: 94kb
Widescreen: Yes
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer
"I beat that Sebastian Loeb by 26 seconds, and I don't mean to the till in WH Smiths. Well, I do, actually. I can't even drive."

GAMEPIE
40% Scrabbling
30% Sliding
19% Leaping
11% Tumbling

GAMEFAX
Driving: Realistic
Sequel: Hard

TRIVBURST
- Unlockable cheats include lunar gravity and psychedelic skies.
- Includes landmarks from all rallies and every real *WRC* car.

PSM2
SILVER AWARD
The MON£Y $HOT
Obvious skid marks and marshalls in the road herald trouble ahead – crashed and steaming cars are a real test of reactions. Or maybe morals.

TURN, BABY, TURN!

At first, it seemed impossible to drift. It took the best part of a season – plus the forgiving extra grip of Tarmac and predictable slides of snow – to figure out how to be aggressive. What did we learn? A) Turn off the aids. B) Use manual gears and both analogue sticks. C) Brake early. D) Turn in early. E) Use constant brake/throttle dabs and short jabs of steering to adjust turn. F) Slide in, power out. G) Don't get too sideways. Follow all that and you might – *might* – get to grips with drifting, eventually. You'll need too, though, as it's a skill that's essential for you to learn in order to get any success at all in *Rally Evolved*. Otherwise you'll be off the track all the time and burst into tears of humiliation.

NEED A DRIFT, MATE? Drifting round corners is harder than cleaning your ears with your toes – but you'll learn eventually.

"SURVIVAL OF THE FASTEST"

WRC RALLY EVOLVED

Mankind evolved down from the trees. Rally evolved us right back into them.

We hated *Rally Evolved* at first. It's not as if we're unfamiliar with driving games – rally or otherwise, we've spun the wheels of every car PS2 has to offer. It's not as if we haven't played previous *WRC*s. It's not as if we didn't love them, in fact, for their superb visuals and obvious passion. But *Rally Evolved*, at first, felt *horrible*.

A major disappointment, as it looks fantastic. No driver bar *Burnout* has managed (or frankly even tried) to capture the spirit of motorsport so spectacularly. OK, this is essentially a sim, but it's still a game – *Evolution* has realised there's no reason not to have a season's worth of drama in one stage. So now (this is *WRC5*, despite the lack of a number) other cars crash out, part-blocking the stage, their crews in the road. Some just trundle slowly with mechanical problems, throwing up dust clouds. Cows, reindeer and horses bolt across your path. Rocks and log piles collapse in your way. Houses burn and pipes burst, obscuring the road. Spectators stand in perilous places and scatter as you close in... and all the while, your co-driver reads the most reliable notes in any rally game and still finds time to get scared, shout warnings, update you on retirements, moan, pep you up or just go "Um..." while he finds his place after you tail-whipped a cow. Superb.

And it looks wonderful. The *WRC* and S1600 cars are sensational (some of the 'historics' are disappointingly rough-looking, but they're exceptions. Odd ones) and the environments are lush. But it's the effects that really impress. Water sprays from puddles, mist rolls off waterfalls, sparks fly, leaves swirl, rain starts, gets heavier, stops and hangs in an evaporating haze, dust roils in your wake... the world is just so alive. The masses of darting, cheering, flashbulb-popping spectators just add to it hugely, as do the lines of spectator cars, TV and support vehicles at either end of the stages.

They've all turned up, sometimes in bobble hats and with bonfires, so its good they're going to be entertained. If *WRC4* had a flaw it was the speed – realistic, maybe, but it felt slow. Things are quicker now, and jumps are deliberately huge. It's like a highlights programme, but all the time. Watch the replays – we could hardly stop – and it looks twice as mad. In fact, they're a useful tool for analysing your style. Best to learn before leaping into a 16-player online race, eh? And once we'd figured what these cars want, there was nothing left not to enjoy. By the end, we loved *Rally Evolved*. Phew. It's nice to have a happy ending. **Steve Williams**

■ *Honestly, this* Rally *is in shops now.*

DIRTY BOY: It looks great, doesn't it? Just like a real dirt track. Yes.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Challenging in just the right way. – Takes hours to really figure out.	+ Colourful, vibrant and sensationally pretty. – Can't remove all icons from replay.	+ Co-driver amusing. Licensed bands. – Engines flat and weedy. Disappointing.

LIFESPAN
16 rallies, four car classes, head to head online... if you've the patience to learn the game properly, this could last almost forever.
MINUTES — YEARS

IT'S BETTER THAN...
WRC 4

IT'S WORSE THAN...
BURNOUT REVENGE

The speed and presentation are now beyond reproach, pacenotes are excellent and the cars never feel too 'safe' even when you're dialed in. Great stuff.

89

INFOSTRIP

DETAILS

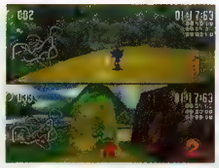
Developer: Sega
Publisher: Sega
Players: 1 - 2
Memory Save: 60KB
Widescreen: No
50-60Hz: No
Surround Sound: No

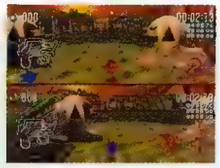
GAMEFAX

Platformer | Sequel | Old-skool | Budget

"SONIC – DOOMED?"

KNUCKLE SANDWICH: Sonic lays the smackdown in one of the more interesting games





SONIC GEMS

In which Sega attempt to exhaust the Sonic mine of gems, but simply emerge covered in muck.

Contrary to the title of this compilation of all things Sonic, these 'gems' aren't exactly the gleaming jewels in Sega's crown. If anything, the launch of *Sonic Gems Collection* should have preceded *Sonic Mega Collection*. Then at least we'd have had something decent to look forward too.

Sonic Gems is little more than a quick cash-in taking advantage of a once fantastic series. Sure you get the excellent *Sonic Fighters* (Sonic and chums kick the spines out of each other with a pseudo *Virtua Fighter* engine) and it's also got the refreshing *Sonic R* (the mesmerising racing game with the hypnotic soundtrack), but the rest is pure filler. In this day and age, who the hell wants to play Game Gear titles that weren't even any good back then? No-one. Especially since Sega have just announced *Sonic Riders*, which looks like *SSX* with hedgehogs, *and* a next-gen *Sonic* platformer for the PS3. Obviously, that's great – but no reason to get all misty-eyed over this soulless moneymaker.

No, of the rest of this platformer-heavy selection, only *Sonic CD* deserves the chance to be replayed. At least it manages to capture a time when this Sega's flagship series didn't need to be packing heat (that's you, Shadow) to appeal to the masses. Do yourself a favour – go and pick up *Sonic Mega Collection* instead, because this is scraping the soil beneath the concrete that the Sega barrel is resting on. *Mega Collection* went to the top of the charts – don't let this follow suit, because it definitely bears rather more resemblance to rhinestones than actual gems. **Nathan Irvine**

■ Sonic Gems *is out now*

PSM² VERDICT

It's only twenty notes but then again so is *Sonic Mega Collection* and that's far more entertaining than this. *Sonic CD* is pretty much the only reason to buy this.

51

INFOSTRIP

DETAILS

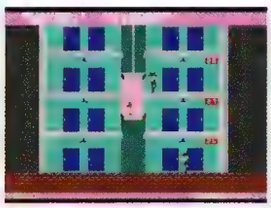
Developer: Taito
Publisher: Xplosiv
Players: 1-2
Memory Save: 25kb
Widescreen: No
50-60Hz: No
Surround Sound: No

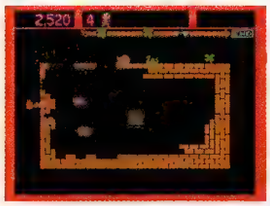
GAMEFAX

Old school | Budget | Shit | Stupid

"STOP LIVING IN THE PAST"

HUBBA BUBBLE: *Bubble Bobble* used to be one of our favourites..





BAD WOLF: We used to love *Operation Wolf*. We must have been mad.

TAITO LEGENDS

If you're mad for crap retro action, this is a real hot po-Taito.

OK, most retro games are crap. They always will be, and the games on this collection of titles by ancient developers Taito are – for the most part – no different whatsoever. There's *Jungle Hunt*, in which you swing through vines in the trees, and which we can't imagine was even any good on its release in 1982. There's a *horrible* fencing game called *Great Swordsman*. There's *Operation Wolf* – think *Silent Scope* – which we thought was amazing in 1988, but now we'd rather eat our own kneecaps in a bap than play it again. And the least said about *Elevator Action* the better.

However, this package does have a couple of saving graces and they bear the names *Rainbow Islands* and *The New Zealand Story*. They were the two finest platformers on the Amiga – a big white doorstop of a computer that was hugely popular in the late '80s until home consoles came along and kicked it to bits – and, astonishingly, still play pretty well today. They're no *Jak* or *Ratchet*, frankly, but smacking insects in their ugly faces with rainbows in *Islands* or bounding along platforms and shooting whales in the ass with arrows in *Story* is – and we're not too proud to say it – still pretty enjoyable today.

Of course, any Taito compilation has to feature the daddy of them all, *Space Invaders* and – surprisingly – it still raises a smile (for half an hour). Little better is *Bubble Bobble* (which is just about OK) plus 26 – 26! – pieces of other assorted moribund unrecognisable crap that you wouldn't play even if all the other games in the world had been incinerated by God.

Live in the *now*, people. You could be playing *Resi 4*. You'll soon be loving PS3. Appreciate gaming heritage, yes, but please – keep looking *forwards*. You know it makes sense. **David Cook**

■ Taito Legends *is out now.*

PSM² VERDICT

This *could* be worth looking at if you're a desperate retro freak, just because of *Islands*, *Story*, *Invaders* and *Bobble*. Without those, this would score zero.

45

INFOSTRIP

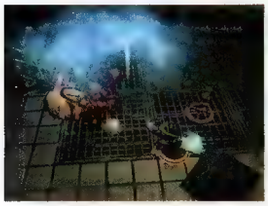
DETAILS
Developer: Raven
Publisher: Activision
Players: 1-4
Memory Save: 165KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"The voice of Juggernaut sounds familiar, you say? Well that's because it's John Di Maggio, the wise cracking-voice of Futurama's Bender."

GAMEPIE
25% Levelling up with stat points
25% Smashing up alien insects
25% Text based dialogue
25% Collecting tiny objects

GAMEFAX
Action
RPG
Superhero
Sequel

TRIVBURST
- Play as the X-Men and the evil Brotherhood.
- Unlock comic strips and pieces of artwork.
- Take the action online and link up with four other mates.

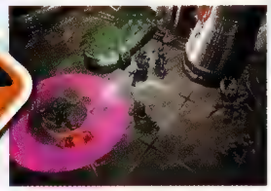


ONE IN – ALL IN: As you attack the bigger enemies, your team will jump in to give you a hand.

STAT'LL DO: Increase your team's strength and you'll send the opposition packing with powerful strikes.

The MON£Y $HOT
Pulling off a double special combo (where two characters combine super skills) gives you a sense of togetherness with your buddies.

PSM2 BRONZE AWARD



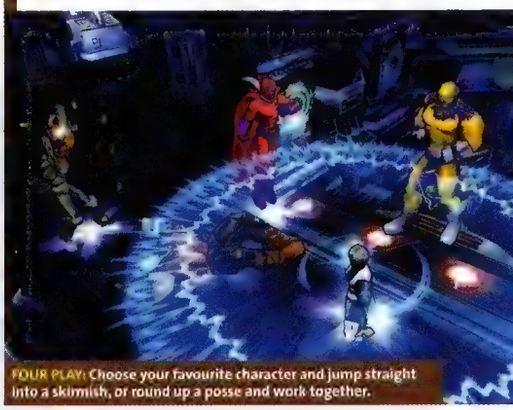
"X-MEN AT WORK"

X-MEN LEGENDS 2 RISE OF APOCALYPSE

We're not saying Wolverine sleeps with the enemy, but he does go puppy-eyed when Magneto makes an appearance.

LOG-ON LEGENDS

As well as offering a four-player Multitap experience, *X-Men Legends II* comes with an online mode. This means you can concentrate solely on levelling up your favourite character while maiming aliens with your cyberspace mates. There's the usual Story mode to fight through (which any player can jump in and out of at any time of their choosing) and Skirmishes, which allow players of a certain level to fight it out on a selected battlefield. So you can organise your personal royal rumbles just the way you want them. Provided enough people are up for a game when you want to play it's a great addition.



FOUR PLAY: Choose your favourite character and jump straight into a skirmish, or round up a posse and work together.

Since the last *X-Men Legends*, things have changed a little. The do-gooding mutants have buddied up with their arch-enemies, the Brotherhood, led by floating bender (of metal) Magneto. Why? Well obviously there's an even *bigger* threat to mutant/mankind this time around – the almighty Apocalypse. And this fella's all about the megalomania. A nutjob, in other words.

Apart from the joining of factions, this action/RPG remains largely the same as before. You're still battling creatures with your favourite X-men characters (ours is Wolverine, by the way) and you can still use the immensely deep RPG elements to level-up your team of superheroes. But now the *Baldur's Gate*-style adventuring has been streamlined to create an easier level of entry. The confusing menus of old are gone – replaced by diluted screens of information to make it a little easier on the eye and the brain. There's still an enormous amount of depth though. Then there's the greater emphasis on interaction with the scenery. From blowing out jungle fires with Storm's wind (prrrp) to saving the Blob's fat-ass from a watery grave by patching up a leaky ship, *X-Men Legends 2* has chiselled out new depths for what could've been just a button-bashing frenzy.

But while all that's been added, the core of the action (you mash the pad, giant insects fall down) remains much the same. Yes, you can chop and change your team of four heroes – increasing their powers and changing their attire as you go. And yes, there's a decent amount to kill (mainly oversized spiders) and collect (like comic samples et al). Hell, there's even an online mode (see Log-On Legends), but there's still a load of chaff in there. Like the amount of unnecessary loading, or the eye-stinging reams of text where there should be voice-dialogue. The combat remains unfulfilling as each strike feels equally weak. And although you can allow the AI to automatically dish out stat points and the like (there's a helpful prompt to do so), it's still difficult to fully understand.

We like *X-Men Legends 2* because it's entertaining and full of the finest superheroes out there. It looks beautiful, and there's so much to see and do, but it's not exactly bringing anything new to the table. It's time the developers went full 3D. It did wonders for *The Hulk* and *Spider-Man 2*. Just imagine a living, breathing world in which Cyclops can level an enemy base with his laser. Or Wolverine slashing criminals, cars and anything else that slips into his radius of death. Then this series really would be a legend. **Nathan Irvine**

■ ***X-Men Legends 2 is out now.***

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ All the RPG action you could ask for. – The loading times are a nuisance.	+ Fantastic cel-shaded animation looks cool. – The top-down view makes jumps difficult.	+ Full orchestral soundtrack. – The cranky dialogue is monotonous.

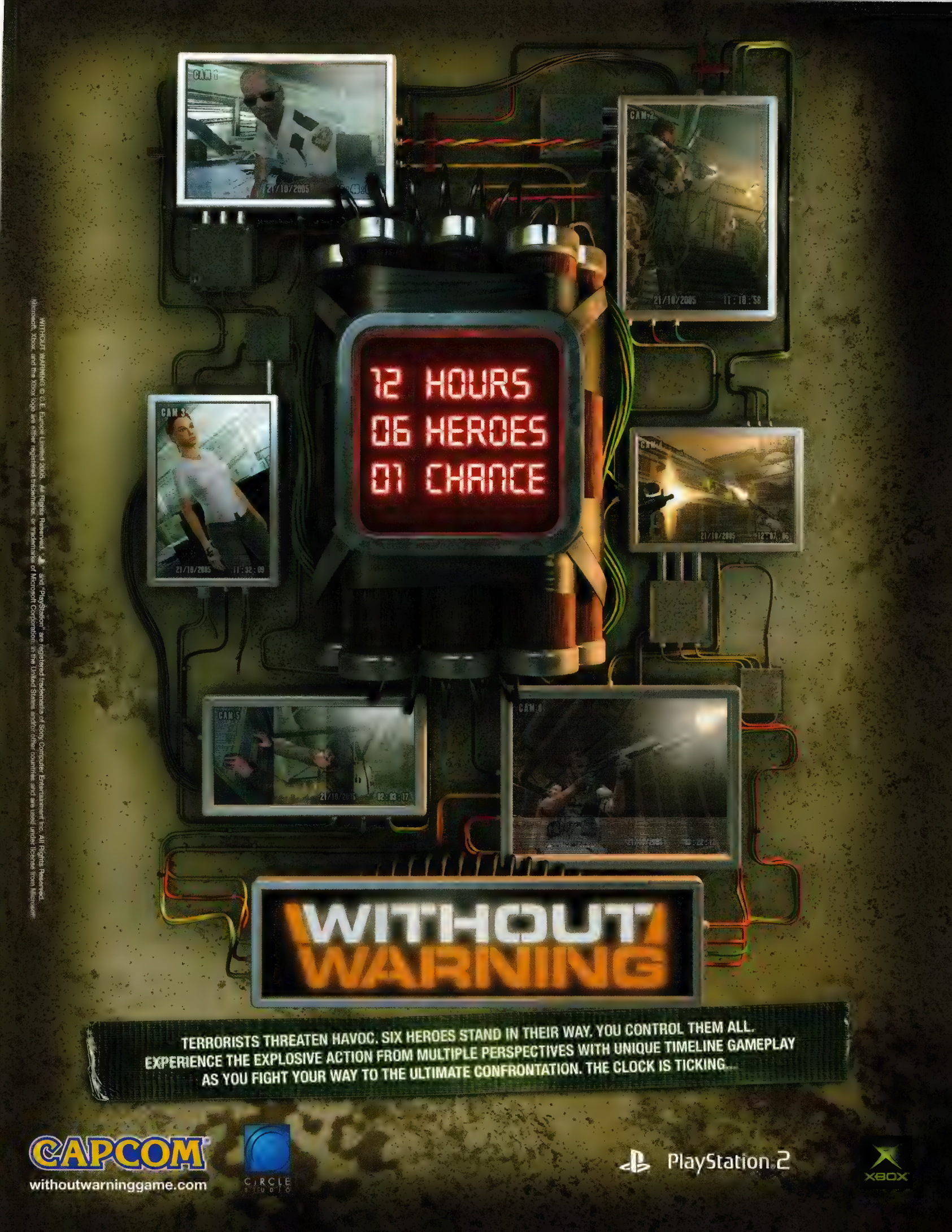
LIFESPAN
With comic extracts and artwork to find and the ability to tweak each X-Man and woman to your needs, this'll last for ages.
MINUTES

IT'S BETTER THAN...
MARVEL NEMESIS

IT'S WORSE THAN...
ULTIMATE SPIDER-MAN

Not a gigantic leap from the last game, but it is more enjoyable. There's enough stats and options to keep even the most hardened RPG fan happy.

71


12 HOURS
06 HEROES
01 CHANCE
WITHOUT WARNING
TERRORISTS THREATEN HAVOC. SIX HEROES STAND IN THEIR WAY. YOU CONTROL THEM ALL.
EXPERIENCE THE EXPLOSIVE ACTION FROM MULTIPLE PERSPECTIVES WITH UNIQUE TIMELINE GAMEPLAY
AS YOU FIGHT YOUR WAY TO THE ULTIMATE CONFRONTATION. THE CLOCK IS TICKING...
CAPCOM
withoutwarninggame.com
CIRCLE STUDIO
PlayStation 2
XBOX
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INFOSTRIP

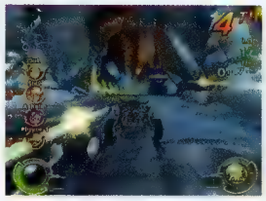
DETAILS
Developer: Naughty Dog
Publisher: SCEE
Players: 1–2
Memory Save: 983 KB
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer
"The 'Jak' is also a brand of ski. There's a variation for the ladies, too, called, extremely cleverly, the 'Jill'."

GAMEPIE
50% Boosting around corners.
20% Firing at things in front of you.
20% Firing at things behind you.
10% Cut-scenes.

GAMEFAX
Driving
Action
Addictive
Network Play

TRIVBURST
- Four different 'cups' and dozens of events.
- Vehicles can be customised.
- Use past *Jak* saves and *Daxter* PSP to unlock bonus goodies.



PIMP MY RIDE: You can customise your buggies. Will this customisation madness never end?

The MON£Y $HOT
Jak X uses *Burnout*-style camera cuts to really ram home the pain of a 'kill', whether it's you or an enemy who's taken a salvo of rockets.

"YOU DON'T KNOW JAK. AT LEAST, NOT LIKE THIS."

JAK X

He's not lumbered, Jak, and he's more than OK.

No longer the Jak of all trades, Sony's adventuring icon has traded exploration for acceleration, hubs for hubcaps and boss fights for brake lights. So, really, how does such a all-singing, all-dancing, all-collecting run 'n' gun action hero cope behind the wheel of a dedicated combat racer? Surprisingly well, actually. We're reminded of a hand slipping into a comfy glove, although there's no dedicated TV channel for starfish porn.

There's little awkwardness about *Jak X*, except during its opening half-hour, where you've not just got to get to grips with the greasy inertia of Jak's vehicles, but also all four shoulder buttons. Two are used for unleashing forward and rear attacks (the latter of which can also deflect incoming missiles, with proper timing), with the others used for activating boost and making your buggy jump. You'll probably spend an annoying few minutes bouncing around the tracks and off the walls of their wide, sweeping curves, at least until you get into the groove of its boosting system. Powerslides and nitro are actually the key to making your vehicle slingshot around the place in a satisfying manner – click with this, and the floaty, vague controls start to settle and, combined with the myriad power-ups that smother the track, you being to relax into the quality blend of action and racing on offer in *Jak X*.

Its biggest strength, however, is its race variations. Again, they're hardly nominees for a Nobel Prize, but prove to be supreme fun in action. Freeze Races have you collecting tokens that stop the clock, but they don't respawn on subsequent laps making careful choice critical if you want a gold around your neck. Or the simple and gratifying Death and Rush Hour races, where you've just got to destroy as many drones as possible in bouts of chaotic destruction. There are also arena-based levels that are home to collection and deathmatch scraps, but these fail to get going as much as the lap-based circuit races. You can also customise your buggies, but you just won't care.

It's nowhere near as fast or frantic as *Burnout Revenge*, nor as ripe with customisation possibilities as, say, *Midnight Club 3*. It's also far less varied than previous *Jak* games, but still damn, damn good fun with it. Though in terms of looks and characters, this is generic *Jak* territory and, despite the wildness of the game's buggies, they rarely feel varied to drive.

So, what could have been a depressingly rushed sidestep for the series turns out to be a fully-baked meal, albeit one that won't be to everyone's taste when you've got the breakneck, heart attack car combat of *Burnout Revenge* as a main course. **Steven Bailey**

■ *Jak X* is doing donuts on November 4th.

JAK AND THE BEANSTALK

Of all of *Jak X*'s race variations, there's one that, on the surface, seems to snuggle up libellously close to *Burnout*, but is nonetheless hugely entertaining in practice: Turbo Dash. The idea is to use your boost for as long as possible, with points awarded for filling your turbo bar with some prolonged nitro action. Each time you complete a lap within the event's time limit, your score multiplier increases, adding some true incentive to getting around the course before everyone else. Not to mention the simple, monkey-like joy of getting to pull power slides that leave skidmarks big enough to be visible from the moon.

SKID 'N' PLAY: Chaining together a series of boosts is haphazard but plenty fun, much like covering yourself in chocolate then dancing it off. Which we do every day.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ An enjoyable mix of power slides, missiles and collecting things. – No threat of innovation.	+ Moves at a faster lick than a fat kid with a Mr Whippy. – We've seen it all before.	+ Plump explosions, and bearable rock tunes. – The race commentator is rubbish.

LIFESPAN
A massive number of races to complete and a trillion buggy bits and secrets to play for.
MINUTES — YEARS

IT'S BETTER THAN...
CRASH 'N' BURN

IT'S WORSE THAN...
BURNOUT REVENGE

A satisfying, thoughtful and zippy battle racer that won't set the gaming world on fire, but won't leave your adrenaline gland feeling unmassaged, either.

84

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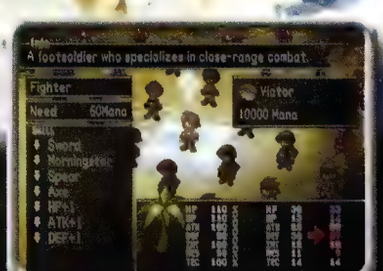

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PlayStation 2

日本一 SOFTWARE

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INFOSTRIP

DETAILS
Developer: Circle
Publisher: Capcom
Players: 1
Memory Save: 325kb
Widescreen: No
50-60Hz: No
Surround Sound: No

QUESTION...
What is the longest-running hostage crisis yet?

PUBTALK
The smart arse thing to say down the boozer.
"The word 'terrorists' dates back to 1795. It was used by the Jacobins to describe themselves during their reign in post-revolutionary France. Yes."

GAMEFAX
Action
Violent
Hard
Original

TRIVBURST
- Take control of six different characters.
- Bemani-style minigames break up the action.
- Loads of weapons. Sniper rifles, grenades. Etc.

The MON£Y $HOT
The combat feels satisfyingly meaty at times, but it's mostly just very, very unremarkable. Fun for 20 minutes at the very most.

"GREY SKY IN THE MORNING? IT'S WITHOUT WARNING"

WITHOUT WARNING

Top publisher Capcom are releasing this in the UK. We should have warned them.

Why do developers insist on forcing us through mines, caves, sewers and factories? By their very nature they're dark and tedious, so why base levels around them? Videogames are supposed to provide a magical, exciting alternative to the tedium of everyday life, not prod us through featureless grey corridors and down gloomy tunnels. Circle (the people behind the inexcusably awful *Tomb Raider: Angel of Darkness*) have, for some reason only they'll ever know, decided to base their *entire game* around a big grey factory. The result? Boredom. Just look at the screenshots – it's a rhapsody in gunmetal grey.

And it's not just the locations either. The characters have emerged from under a raft of decent ideas (when we previewed this a few months ago) as soulless, slot-mouthed nobodies with all the charm and vigour of a doorknob. They're supposed to be likeable everymen but there's no development, no believable dialogue and nothing to separate them from the gazillion other drones that inhabit the land of videogames.

As if things weren't bad enough, the game itself is – like the graphics – a washout. It's as drab and murky as the visuals and, fun-wise, akin to stabbing yourself through the feet with a shard of frozen white cider. Combat uses a similar over-the-shoulder camera to *Resident Evil 4* but it's a million times less refined and flops about like a dildo when it should be pointing at the man you want to shoot with your gun. Tossing grenades is also a real bizatch for the very same reason. It's just awkward and poorly-designed. Getting cameras right is a fine art and you've either got what it takes (and the time and talent to fix anything that isn't as good as the one in *Resi 4*) or you're the team that created *Tomb Raider: Angel of Darkness*.

There are also a handful of Bemani sections to contend with. Disarming bombs for example with special forces dude Reagan is accomplished via a *Dancing Stage*-style system wherein you have to press a corresponding button as it zips past. It's a sound enough idea, but in one level you have to do this seven or eight times with men constantly interrupting you by shooting you in the back That's frustrating and downright hateful game design. Other things, such as lock-picking use mini-games like this and, to be frank, they're boring. If they were

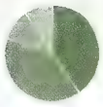
"SOULLESS SLOT-MOUTHED NOBODIES WITH THE CHARM OF A DOORKNOB"

PRISONER OF BORE

There are hostages scattered throughout the plant that need rescuing. They could've made something of this, but they're basically just a distraction. Saunter up to them and press ⊗ to release them. When they're released, they say nothing and run away, gradually fading away into nothingness. This is just pure laziness and detracts from the realism somewhat.

TOP 5 WARNINGS

- Danger! High Voltage!
- No Petting
- Keep off the grass
- May contain nuts
- Don't feed Gizmo after midnight

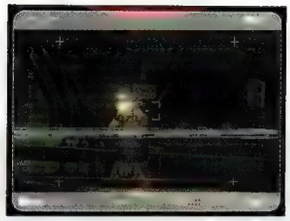


GAMEPIE

40% Gunning
40% Running
10% Leaping
10% Weeping

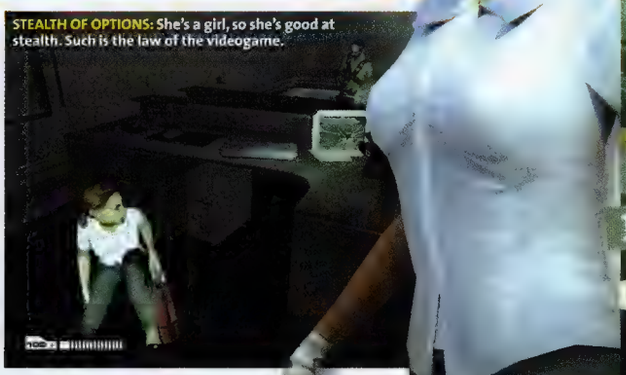
ANSWER

It was the Iranian hostage crisis of 1981. It lasted 444 days.



FLAME AND SHAME: There are lots of exploding things. Livens things up a bit really.

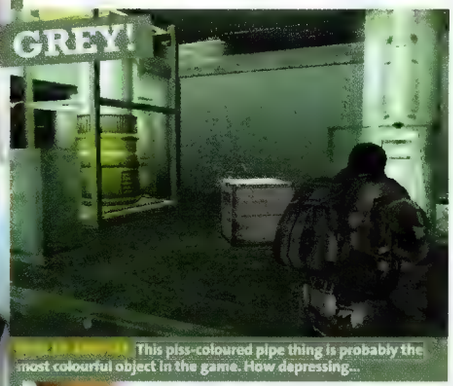
DEFUSE THE SITUATION: These minigames should've been a fun aside, not a boring chore.



STEALTH OF OPTIONS: She's a girl, so she's good at stealth. Such is the law of the videogame.

GLOOM WITH A VIEW

Drag your eyes across these two pages and you're met with a depressing lack of colour. *Without Warning* is visually the dullest game we've ever seen. Pipes, barrels, wires, vents, grates... it's a soulless grey vortex of despair. *Silent Hill* managed to make grotty old hospitals and apartment blocks look interesting, but then again that was a *good game*. Below are some particularly 'fine' examples of the kind of flat, boring, rushed environments we found ourselves slumping through in the name of entertainment. It's probably meant to be 'moody', but it's actually just a bit crap and lifeless.



[illegible]: This piss-coloured pipe thing is probably the most colourful object in the game. How depressing...

[illegible]: Expect plenty of empty beige offices as you play through *Without Warning*. Really stirs the soul, doesn't it?

[illegible]: [illegible] exactly how uninspiring is this screenshot?

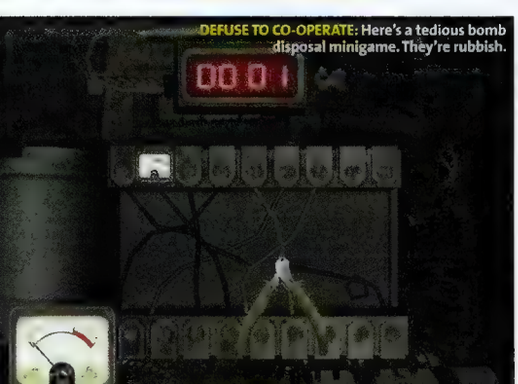
more of a challenge, more varied and less frequent then we might've liked them, but as it stands they just get in the way and we want them to *stop*.

Also, these terrorists. They've lined the plant with proximity mines, right? Fair enough. That's a good idea; we'd probably do it if we were backwards, cave-dwelling fundamentalist arseholes. But would we make them beep for ten seconds before they explode? No, we wouldn't, because that'd give whoever activated them TEN SECONDS to run away, thus making their very existence pointless and, in giving you a warning of their existence, contradicting the game's title entirely. The bad guys in *Without Warning* are basically the world's most useless terrorist cell. They run blindly into the recieving end of your shotgun, they get stuck in walls and they just stand there, oblivious to your presence, while you batter them about the brain with your rifle.

As the plot progresses, you take control of several characters, viewing the chaos from their perspective. Good idea, but like the rest of the game, sadly disappointing. For instance, security guard 'Dave' Wilson barely differs from the special forces guys – he just has a tiny pistol instead of a big old machine gun. The three soldiers' skills differ slightly, but they're all essentially the same. Then there's Tanya Shaw. Being a lady, she's good at sneaking around (like in every other game ever), which is just an excuse to stare at her arse as she crawls around and squats behind crates. News cameraman Ben Harrison is an interesting character. He has no weapons and uses his camera to scout the area ahead and film the madness around him. It takes about 14 hours of play to get to his section, though, which you'll be lucky to last.

We're not angry at *Without Warning* – we're just disappointed. This was Circle's big chance to show what they could do and we're just not feeling it. We tried to like it. You should've seen us wincing at the screen desperately trying to eke some enjoyment out of some good ideas but we couldn't. Quite simply, it's tiresome, awkward and steeped in a quality that can best be described as 'made in Derby'. Run around an industrial estate for a day. It's a lot cheaper. **Andy Kelly**

■ *This is out on October 28th. That's a* Warning.



DEFUSE TO CO-OPERATE: Here's a tedious bomb disposal minigame. They're rubbish.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Initially, combat is quite satisfying. – No surprises, no excitement.	+ Decent character models. – Flat, bland, boring and incredibly grey.	+ Passable in-game sound effects. – Some truly irritating voice acting.

LIFESPAN

It'll last about 15 hours. Will you ever play it again? We doubt it. Still, at least it's quite lengthy.

MINUTES ——— YEARS

IT'S BETTER THAN...
TOMB RAIDER: AOD

IT'S WORSE THAN...
RAINBOW SIX: LOCKDOWN

A lacklustre action game that promises a lot and delivers little. The idea's decent, but the execution? It's a videogame and these days we need so much more.

49

INFOSTRIP

DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1
Memory Save: 685kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"RESIDENT EVIL 4 IS ONE OF THE MOST IMPRESSIVE PS2 GAMES EVER"
PSM2#66

GAMEFAX
Action/Adventure | Violent | Hard | Sequel

TRIVBURST
- 18 weapons, two of which are exclusive to PS2.
- Finish it to unlock three additional game modes.
- Three huge environments; the village, the castle and the island.

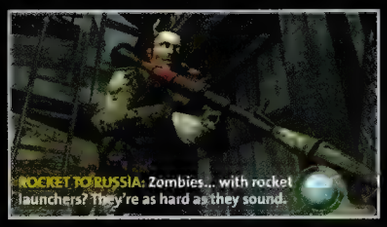
"IT'S HERE. IT'S AN ABSOLUTE CLASSIC. AND YOU MUST OWN IT"

RESIDENT E

Forget zombies and forget survival horror – *Resident Evil* has evolved to become the most intense action game ever made. Think you know *Resi*? Think again...

LOBS AND LUNGE: If a villager throws [illegible] at you, you can shoot it away.

EVIL ENEMIES: There are loads of enemy types, including these huge trolls.


ROCKET TO RUSSIA: Zombies... with rocket launchers? They're as hard as they sound.

BEST OF THE BEST: Leon has a rare moment of reflection.

After playing *Resident Evil 4* everything else begins to pale in comparison. *GTA*'s fiddly combat system seems all the more fractured, *God of War*'s graphics aren't *really* as good as you thought they were and *Snake Eater* seems about as action-packed as a trip to the launderette. It has taken Capcom a faintly ridiculous *nine years* to ditch the old formula of fixed cameras, shuffling zombies and limited D-pad movement, but by God has it been worth the wait. Forget survival horror – this is pure, uncompromising *action* the likes of which you've never played before.

Every second of play feels polished to the point of perfection. It feels like a game that's been playtested for hours upon hours by thousands upon thousands of testers. We can guarantee that, for however long it takes you to finish the thing, you won't be bored once. There are no lulls, no dull levels, no drops in pace – it's ferociously playable and implacably action-packed, from its eerie Texas Chainsaw Massacre-style opening to its frenzied, explosive climax.

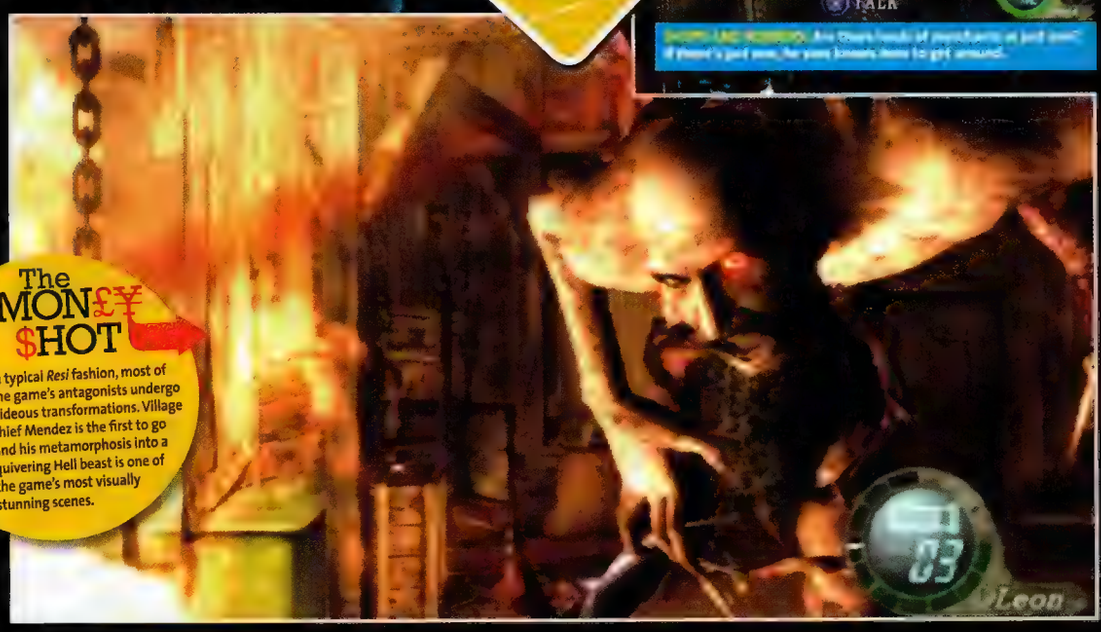
The best thing about it, though, is the combat. The camera hangs over Leon's shoulder and you can aim freely with the right analogue stick, which lets you target specific body

PSM2 GOLD AWARD

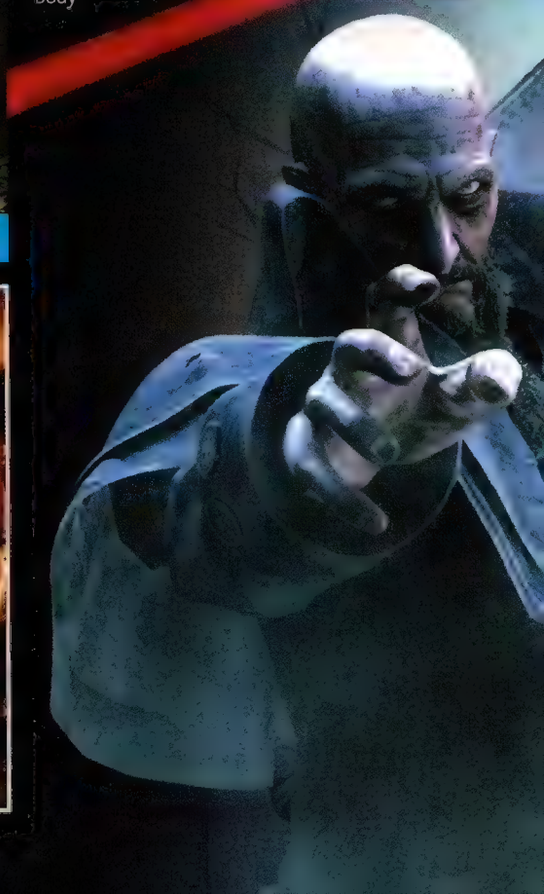
MERCHANT OF MENACE

We love the merchant. Everywhere you go, he's there to sell you weapons and upgrades. He's relentless too. In one scene, Leon is tossed down a spike-filled pit. Game over? No way. Somewhat inexplicably, the merchant is hiding in the gloom, pulling his coat aside and sneering "Got some good things on sale, stranger!" How much custom can he get in *a pit*? He has an accent like a sinister west country pirate too. What a guy.

SHOPPING AND REPAIRING: Are there loads of merchants on level one? If there's a good one, he uses bombs here to get around.



The MON£Y $HOT
In typical *Resi* fashion, most of the game's antagonists undergo hideous transformations. Village chief Mendez is the first to go and his metamorphosis into a quivering Hell beast is one of the game's most visually stunning scenes.



TOP 5 GANADOS

- Bearded Ganado.
- Ganadao with glasses.
- Lady Ganado.
- Pitchfork Ganado.
- Ganado with straw hat.

GAMEPIE

40% Shots to the face.
20% Shots to the groin.
30% Shots to the knees.
10% Shots to the arse.

PUBTALK

The smart arse thing to say down the boozer.

"An early version of *Resident Evil 4* was scrapped and its core elements were instead used to make the very first instalment of Shinji Mikami's other gaming franchise, *Devil May Cry*."

VIL 4

SPANISH 101

Just *what* are those pesky Ganados screaming?

"Te voy a matar!"
"I'm going to kill you!"

"Un forastero!"
"A foreigner!"

"Sera mejor que empiezes a rezar!"
"You'd better start praying!"

"Sos cerdo!"
"You are a pig!"

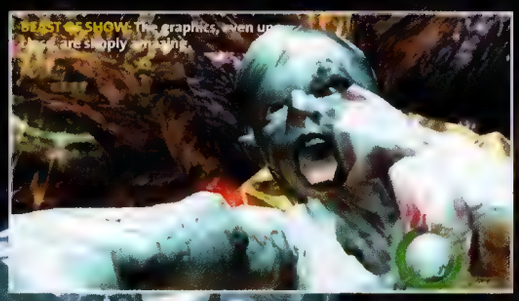
"Cerebro, cerebro, cerebro..."
"Brains, brains, brains..."

"Te voy a romper en pedazos!"
"I'll smash you to pieces!"

"Matenlo!"
"Kill him!"

"Mira! Esta herido!"
"Look! He is hurt!"

"Es hora de apostar!"
"It's time to c[illegible]!"

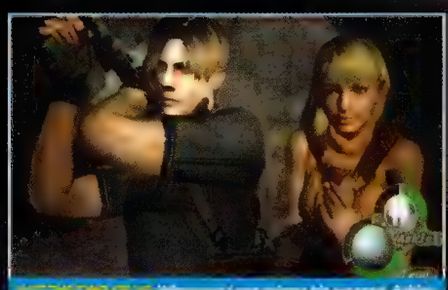


BEAST OF SHOW The graphics, even un[illegible] are sloppy and wild.

We like put a pair of mace[illegible] with one shot. Stylish.

PROTECT AND SWERVE

Having Ashley tagging along for three quarters of the game could've been a pain, but thanks to some stellar AI she didn't get in the way or annoy us even once. If an enemy gets near her, he'll drag her away (like in *Ico*), but shoot him in the knees or the arse and he'll drop her. She can't jump down from great heights, either, so you have to run back and catch her. Otherwise, she rarely needs nannying.



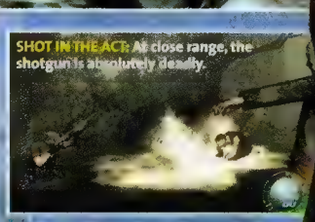
GETTING TWO OF US Afterward Leon primes his weapon, Ashley [illegible] behind him...she rarely gets in the way so don't worry.

IN THE BEGINNING Leon can jump down from a height but Ashley can't. You have to wait below her and catch her as she leaps down.

LOOK AT THE GOOD: Yes, your PS2 is actually [illegible] this graphical splendour.

parts. And the enemies – primarily, the local villagers, the Ganados – react to this brilliantly. Pop one in the knees and he'll cripple over, letting you either kick his head in or fill it full of bullets. Shoot him in the shoulder and he'll recoil, shoot him the hand and he'll drop his weapon – or just go straight for the face, resulting in the most cathartic headshot in a game ever; the ensuing gush of offal makes a lovely 'splash' sound and there's a real sense of impact.

CLAW HAMMER: This en[illegible] like claws ar[illegible] not afraid to [illegible] them.



SHOT IN THE ACT: At close range, the shotgun is absolutely deadly.

FLY AWAY: Explosions send enemies flying for miles into the air.

KNIFE BEATER: Leon uses his knife [illegible] through an enemy's weak sp[illegible]

"THE MOST CATHARTIC HEADSHOT IN A GAME EVER – A REAL SENSE OF IMPACT"

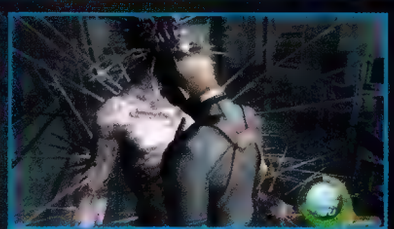
Whether you're using a pistol to pin down the enemy or a shotgun to send entire groups of them flying, it's flawlessly designed and always entertaining. You can't strafe or even move while you shoot but thanks to some impeccable design on Capcom's part, remarkably, it doesn't matter.

About five hours in, Ashley, the president's kidnapped daughter and the reason you're in Spain, joins Leon which is when you bury your head in your knees and wail "Not a bloody protection mission! Not now!" But then you play on and realize that she's not the liability she could've been. It's not like *San Andreas*, where you have to keep running back and checking on the person you're looking after – Ashley ducks out of the way when Leon gets trigger happy.

More good news – the oblique riddles and puzzles of yore have been ditched completely. There are still puzzles in *Resi 4*, but they're all incredibly easy and don't interrupt the flow of the game, which they so easily could've done. Other familiar *Resi* accoutrements (herbs and typewriters) are in there too. It still all feels like classic *Resi* and won't alienate fans.

DEATH WATCH

Poor Leon. Throughout *Resi 4* he gets his head lopped off, his face melted, eaten alive by a giant sea monster, pierced by spikes and stabbed in the heart. These are some of the most elaborate deaths we've ever seen and it's almost worth dying just to witness the gore. Here are three of our favourites.



[illegible] Get too close to the Regenerators and they'll stick a load of these spikes through Leon's head.

[illegible] This is what remains of poor Leon's face after being melted off by zombie [illegible] acid. Nasty.

[illegible] What weapons can it? Well, the head and [illegible] and you have to do the [illegible]

SEPARATE WAYS

The GameCube version of *Resi* came with an extra mission called Assignment Ada. It was, to be fair, a bit bumflagous, but Capcom have given PS2 owners a treat in the form of Separate Ways, five hours worth of new missions that run parallell to Leon's plot. It feels like a proper addition to the game as opposed to a tactless tacked-on extra and it's definitely worth playing through. The most notable new section is a massive battleship harboured in a dock beneath the island. By collecting a keycard, you can man one of the turrents and tear through swarms of enemies.

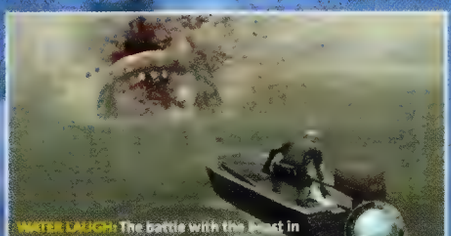
TUNNEL VISION: Ada goes back to the tunnel that Leon and [illegible]

BAD MAN: It's Wesker! He's always up to something...

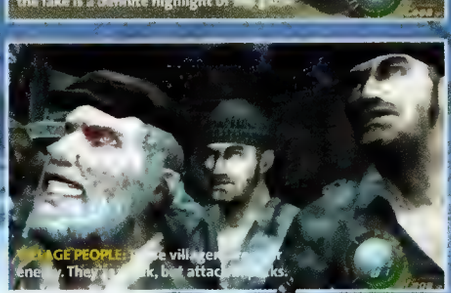
JACKET POTATO: This villager wears Leon's coat. Thief!

IN THE KICK OF TIME: Ada's melee attacks are very Matrix-esque. She can use her grappling hook to reach higher areas too.

SHIELD OF DREAMS: You can splinter these pesky shields with your guns.



WATER LAUGH: The battle with the [illegible] in the lake is a definite highlight of the game.



[illegible]AGE PEOPLE: [illegible] villagers [illegible] enemy. They [illegible]k, but attac[illegible]ks.

SURROUND SOU[illegible] means 'livestock') are[illegible]

and the subdued colour palette and extreme realism give it a real filmic quality that entrenches you even deeper into the mood of it all. There are some lovely spot effects too – lashing rain, glowing lava and some of the best fire and explosions we've ever seen. When you're running through a graveyard on a rainy night and you see the glow of your enemies' eyes up ahead in the gloom, it's really quite eerie and as accomplished visually as *Silent Hill 2* and other similarly atmospheric gems. The textures might be a bit flatter and the lighting effects less rich, but you really would be hard-pressed to tell the difference between both versions. It's an amazing achievement.

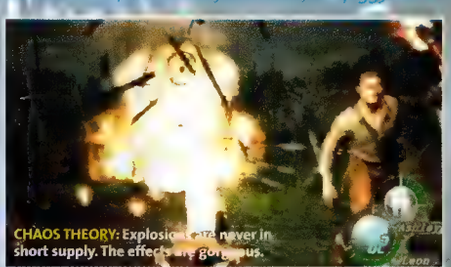
Just after *God of War* came along and took the crown as the best action game on PS2, *Resident Evil 4* crashes in and shows it who's boss. It's easily one of the best games of the year and an unquestionably essential purchase. There's absolutely nothing to dislike about it. We asked everyone we know who's played it to list anything that niggled them and it was all vague nit-picking. It's not making any great leaps in the grand scheme of things as *San Andreas* did, but in many ways it's far better than anything Rockstar have ever done. Buy this. Buy this *now*. **Andy Kelly**

■ *November 4th is the day to break your piggy bank.*

But the truth is, a lot of you will have already played this on GameCube and you're wondering if it's worth buying on PS2, right? Well, we'd reckon so. There are loads of PS2 exclusive extras to unlock, the most notable of which is Ada's new mission (see 'Separate Ways'). There are also a couple of new weapons – a laser gun, which is powerful but lacking the blood-and-guts impact of a regular gun, and a chuffing fantastic crossbow for Ada that fires explosive darts. Separate Ways is five extra hours of play with new areas and it's a worthy addition to the game, though it's nowhere near as polished as the main event, which makes it slightly less than essential. There are two new special costumes – a '30s gangster outfit for Leon and a suit of armour for Ashley – and a new movie viewer that lets you watch any of the game's cut-scenes at your leisure.

It's a good horde of stuff and makes the PS2 version the definitive version. Play the new bits in front of your GameCube-owning mates and watch them seethe.

It looks just as good too. Some thought the ancient PS2 wouldn't be able to cope with the graphical lushness of the GC version, but it's actually almost exactly the same – if very, very marginally more 'washed out' in places – and easily the best-looking game on PS2. There's a real bleakness to it



CHAOS THEORY: Explosions are never in short supply. The effects are gorgeous.

ALIVE AND KICKING

If you run out of ammo or an enemy gets too close, Leon can perform satisfying melee attacks by pressing ⊗, including a nasty kick to the face (that sometimes beheads your foe) and a suplex. Ada has a Matrix-style 'fan kick' and a nasty back kick, which, if we're honest make Leon's look a bit rubbish. In Mercenaries mode (unlocked after finishing the game) Krauser has a lunging attack and Hunk (the soldier from the secret mission in *Resident Evil 2*) a tasty neck snap. Brutal!

[illegible]: [illegible]random, but sometimes [illegible] an enemy's head clean off. Very, very satisfying.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Expertly-balanced. As satisfying as they come. – There's backtracking in Ada's mission.	+ Rich, and dripping in atmosphere. – Some dull textures here and there.	+ Fantastically meaty gunshot effects. – Some more music would've been nice.

LIFESPAN

You'll get through the main game in 20 to 25 hours, then there's Ada's new stuff, not to mention Mercenaries mode... It's huge.

MINUTES — YEARS

IT'S BETTER THAN...
CODE: VERONICA

IT'S WORSE THAN...
GTA: SAN ANDREAS

As close as a game has ever come to being flawless. A sublime exercise in action gaming that'll blow your mind. This is why you play videogames.

97

INFOSTRIP

DETAILS
Developer: Capcom
Publisher: Capcom
Players: 1-2
Memory Save: 103kb
Widescreen: No
50-60Hz: No
Surround Sound: No

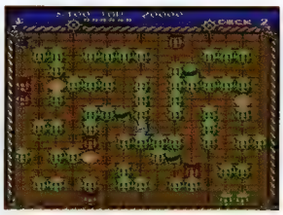
PUBTALK
The smart arse thing to say down the boozer
"Capcom's first game, Vulgus, is on here. It's a shooter and absolute toss, though still a billion times better than, say, *He-Man*."

GAMEPIE
99% Playing *Street Fighter II*.
1% Playing everything else.

GAMEFAX
Old-school
Budget
Hard
Shit

TRIVBURST
- 19 retro games!
- That are all rubbish!
- Except *Street Fighter II!*
- And *1941*
- And *Ghosts N' Goblins*

The MON£¥ $HOT
See, although *Street Fighter II* is still ace, the rest of the games here are rubbish. And we like Soul Calibur 2 better anyway. Sorry about that.

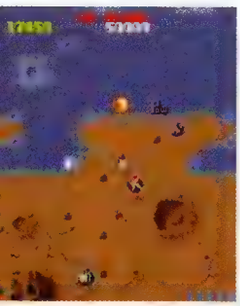


"NOSTALGIA AIN'T WHAT IT USED TO BE"

CAPCOM CLASSICS COLLECTION

We're hoping this is the first retro package that *might* be good... oh, it isn't.

Good news: *Capcom Classics Collection* has got *Street Fighter II* on it. Three versions, in fact, as *Champion Edition* and *Hyper Fighting* are on here as well. The bad news, however, is twofold. Firstly, while the rest of *CCC* is stuffed with games which were – we admit it – terrific in their day (*Bionic Commando, Ghouls And Ghosts* and the like), they are now, frankly, just a bit rubbish. And secondly, you could get *Hyper Street Fighter II* second-hand for far less than the £20 being asked for this.



See, unlike books, music, art and films, games age quickly and age *badly*. They're more like sausages, or milk, in this respect. Yes, some games are still as terrific today as when they first appeared – think *Mario*, *Sonic* and *Tetris* – but then you get games like *Final Fight*. Yes, *Final Fight* was a hugely fun beat-'em-up, but now? It's jerky, it's slow, it's utterly one-dimensional and it's *horrible* to play. You can look back on it as some sort of inspiration for *The Warriors* if you like, but that doesn't mean it's worth playing now. It's better than *The Bouncer*, mind, but that's not really saying much.

Then there's *Bionic Commando*. Gamers of a certain age have a tendency to say things like, "Remember zipping about platforms with your extendable arm? God, it was brilliant." 'Was', of course, being the operative word, because playing *Bionic Commando* right *now* is a *crippling* experience. *Prince Of Persia* makes you feel as if you're – and we apologise for this in advance – flying without wings. Playing *Bionic Commando* is like having your shins broken with a spanner.

STOP THE PRESS! THE MILF OPINION

"Right. It's not often that I do this (in fact I've never done it before) but I MUST interupt this review to say how great *Capcom Classics* is. These games really are classics! There's three *Street Fighters*. Three *1941*s and three *Ghosts N' Goblins* frchrissakes! For £20! 20-bloody-quid! What a bargain!

FOOLS N' GHOSTS: This is *Ghouls N' Ghosts*, sequel to *Ghosts N' Goblins*. This + *Street Fighter* = Retro pack bargain. So there.

Honestly, although it's possible to scrape a tiny bit of fun out of the likes of scrolling platformer *Ghosts N' Goblins* (and its sequels) and even ropey shooter *Mercs*, you'll never play any of these (except *SFII*) for more than five minutes. Sure, it's only 20 quid for the lot but you could get hold of a couple of decent second-hand games for that price – including, as we said, *Hyper SFII*. This collection – regardless of *SFII*'s presence – is an anachronism. You don't drive a horse and cart to work. You don't play music on wax cylinders. You don't get women back to your house by bashing them on the head and dragging them home by the hair (except for Nathan). These are all, rightly, extinct practices. Playing crap old games should be too. **David Cook**

■ *This is out now.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ *Street Fighter II!* – Plus enough crap to fill a small sewage factory in the home counties.	+ Yes, it definitely has some graphics. – But they're dreadful, obviously.	+ It brings back memories. – Though not ones you'd actually *want* back in the first place.

LIFESPAN
Street Fighter II will last for ages. The others will last for about six seconds each. Give or take.
MINUTES ... YEARS

IT'S BETTER THAN...
TAITO LEGENDS

IT'S WORSE THAN...
SONIC MEGA COLLECTION

OK, *SFII* is great. But you could get *Hyper SFII* second-hand for a tenner. You've got to judge this as a package and there's just too much crap to warrant a good score.

53

HEROES WANTED

Locked in eternal winter, under the spell of the wicked White Witch, Narnia needs a hero. Combine the skills of four young warriors in team up mode and co-op gameplay, combat an army of vicious creatures and restore peace to the land.

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INFOSTRIP

DETAILS

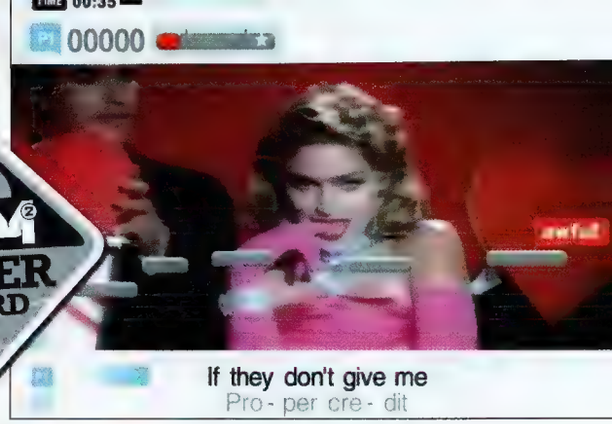
Developer: Sony
Publisher: Sony
Players: 1-4
Memory Save: 245KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

EyeToy · Addictive · Multi-player · Funny

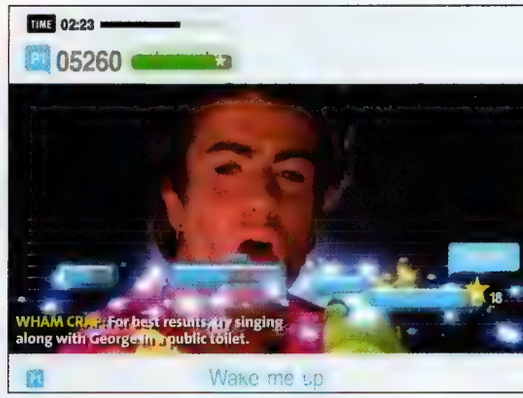
"SACRIFICE YOUR DIGNITY"

PSM2 SILVER AWARD



SINGSTAR '80s

What, no REO Speedwagon? For shame...



It's probably worth buying *Singstar '80s* just for the opening video, which looks like an '80s party held by people who've never hosted a party of any kind, never should again, and have no dignity whatsoever. It's a triumph of dayglo popsocks and bad George Michael impressions. It's ace squared.

But anyway, the game itself – well, in terms of how it works, absolutely nothing's changed since the last iteration, *Singstar Popworld*. You grab the mic, you sing, then the computer tells you just how bad you really are. It's like having Simon Cowell in your living room. So it's as much of a laugh riot as ever, especially when two people are duetting, pissed. But you probably knew that.

So the question is: are you into '80s music? If so, well, you'll go nuts: Rio, The Final Countdown, 99 Red Balloons, Tainted Love, Uptown Girl, Eye Of The Tiger, Karma Chameleon, Come On Eileen... even Ice Ice Baby. It's niche, but that's a good thing – *Popworld* spread itself too wide (Girls Aloud *and* Hoobastank?) and so failed to satisfy. No Prefab Sprout, mind, but you can't have everything.

As ever, though, there are oddities. Frankie Goes To Hollywood's The Power Of Love instead of Relax? No ABC? Running Up That Hill instead of Wuthering Heights? And why in Jupiter are Marillion here? *Marillion!* Still, extra marks for including We Built This City by Starship. What? It's a classic of the genre... **David Cook**

■ *Sing along from November 4th.*

PSM2 VERDICT

You'll need to be mad on '80s music. If you're not, don't touch this with Simon Le Bon's. If you are, it's loads better than *Popworld* and well worth the cash.

81

INFOSTRIP

DETAILS

Developer: Spike
Publisher: Atari
Players: 1–2
Memory Save: 364KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Beat 'em-up · TV Tie-in · Sequel · Hard

"HAVE A DRAGON THIS, MATE"

PSM2 BRONZE AWARD

DRAGONBALL Z BUDOKAI: TENKACHAI

You don't get dragons in balls. Don't be stupid.

On first glance *Dragonball Z: Budokai Tenkaichi* can easily be dismissed as a puerile beat 'em-up, full of flimsy, colourful characters from the comics and TV series aimed at kids. But against the odds, this is an entertaining fighting game that's as brutal as it is visually beautiful. Blimey.

Yep, here at PSM2 we don't care too much for children's TV (well, except Andy, he still tapes CITV), but after three bouts of twatting the life out of a tiny painted boy named Chiaotzu, we fell in love with its simplistic charm.

Yes, this cel-shaded battlefest is full of clothes-shredding, gash-opening manoeuvres. As you fly around, you can take the pummelling to the air, underwater or on land – destroying mountains and the like as you go. On the downside, there might be loads of moves per character but each fight can be completed with the same repetitive moves, usually descending into a battle of who can fire off their Ki laser beam the quickest.

But for a head-to-head fighting game, you could do far worse. It's slick and exciting, and there's even an RPG-style level-up where you muscle up your favourite character and maul the life out of all and sundry. It's definitely more than a teatime kiddy pleaser. **Nathan Irvine**

■ Dragonball Z: Budokai Tenkaichi *is out now.*

PSM2 VERDICT

This really is a beautifully crafted beat 'em-up. The combat is solid and there are enough tournaments to make even the hardcore fans sob tears of happiness.

74

TRY SOME VINTAGE GAMEPLAY ON FOR SIZE

The games that defined a generation - now realised for the console.

Some games will never go out of fashion. And now 8 of the best have been packed into one mega compendium of rare, retro joy, so you can bag yourself the whole collection.

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PlayStation.2

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INFOSTRIP

DETAILS
Developer: Digital Illusions
Publisher: EA
Players: 1-24
Memory Save: 435kb
Widescreen: No
50-60Hz: No
Surround Sound: No

QUESTION...
What other games have developers Digital Illusions had published?

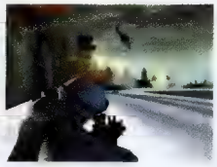
PUBTALK
The smart arse thing to say down the boozer.
"The first *Battlefield* game on PC sold three million copies and spawned numerous add-ons and mission packs. This is the series' first console outing."

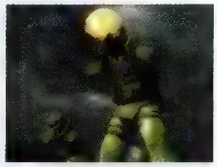
GAMEFAX
Action
Sequel
War
Network Play

TRIVBURST
- Compatible with your USB headset for online chatter.
- Online play for up to 24 players.
- Lengthy single-player mode for those without broadband.

The MON£¥ $HOT
Using each of your team's abilities to surround, flank and beat the shit out of the enemy. It pays to have a tactical mind.

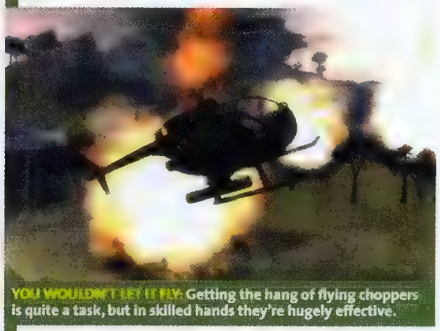
PSM2 SILVER AWARD





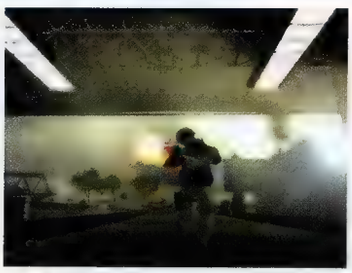
SKILL BILL

As well as the main bulk of story missions there are dozens of single-player challenges to complete. They're a bit like the ones in *TimeSplitters 2* and include patrol boat racing and various other vehicle-based tasks that serve as both a tutorial and a diversion from the main game. Some of them are quite entertaining and frantic – in one you have to barrel around a snowy village picking up and delivering troops before a timer runs out. In another, you're shooting down a river in a patrol boat.



YOU WOULDN'T LET IT FLY: Getting the hang of flying choppers is quite a task, but in skilled hands they're hugely effective.

TANK THE LORD: You can control the tank and its turret at once. It's complicated at first, but you'll master it in time.



"AS FUN AS WAR GETS"

BATTLEFIELD 2: MODERN COMBAT

Because after all, 'ancient combat' would mean little other than a few people hitting each other with sticks.

Forget realism. Forget impeccably-rendered tin hats, authentic uniforms and painstakingly crafted battlefields, faithful to their real-life counterparts in every way. Leave that to the *Medal of Honor* boys – *Battlefield 2* makes a *game* out of war. For the clueless, the *Battlefield* series has been around on PC since 2002. It's a vast online FPS where up to 40 players can duke it out, entering vehicles and changing characters freely. And the good news is, the PS2 version is just as freeform, if more console-friendly.

So, yeah, about that freedom. During a mission you can swap instantly between any member of your team by pressing the ◎ button. The camera whooshes across the battlefield from your position directly into the head of your chosen squadmate. A very cool effect. It's also mighty useful. Say a platoon of tanks comes rolling down the street and all you have to defend yourself is a rifle. A quick scout of the rooftops reveals an AI team member with a rocket launcher. A quick tap of ◎ and you're in charge of him, ready to take out the tanks. Same goes for snipers, helicopter pilots and tank commanders. You can skip around the level with ease, switching classes as easily as you like.

"SWAP BETWEEN ANY MEMBER OF YOUR TEAM – IT'S ABSOLUTE FREEDOM"

Now, while most FPS vehicle sections are clumsy and awkward (see *Red Faction*), in *Battlefield* they're genuinely useful. Whether you're using a tank to blow through roadblocks, a Hummer to transport your men to safety or a chopper to clear up ground units, it's entirely steered by the analogue sticks – with no button-pushing involved except for firing – and is remarkably intuitive. The helicopter takes a bit of getting used to (as is probably the case with actual helicopters) and you'll destroy a fair few jeeps as you get to grips with the controls, but it eventually becomes second-nature and you'll be just as nimble in an APC as you are on foot. And if

INSIDE AND OUT: It's not all outdoor battlefields – there are indoor bits too.

TOP 5 BATTLES

- Waterloo
- Dunkirk
- Pearl Harbour
- Omaha Beach
- The Bulge

GAMEPIE

40% Flying.
30% Driving.
20% Running.
10% Dying.

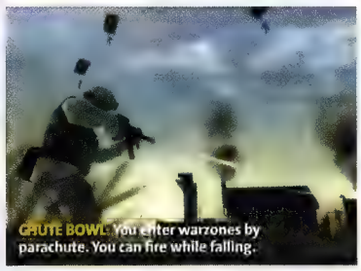
ANSWER

Earth-shattering hits including *Barbie Groovy Games*, *Swedish Touring Car Championship* and *Pryzm: The Dark Unicorn*.

FIELD OF DREAMS: The battlefields are always wide and vast. Which is nice.

STYLE AWAY THE HOURS: The entire thing looks far nicer than most war games.

CAR WARS: You and your men will be much more mobile at the helm of a hummer.

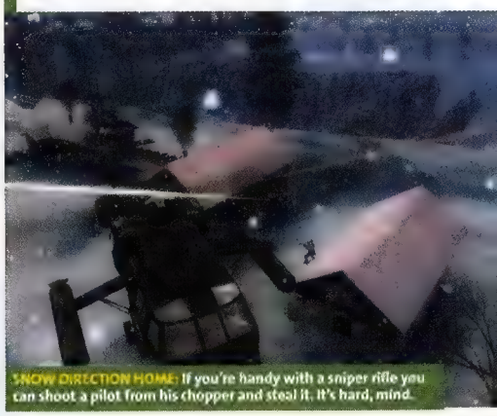


CHUTE BOWL: You enter warzones by parachute. You can fire while falling.

SIMPLE CHARM: The visuals are simplified so there's no lag in online play. Hooray!

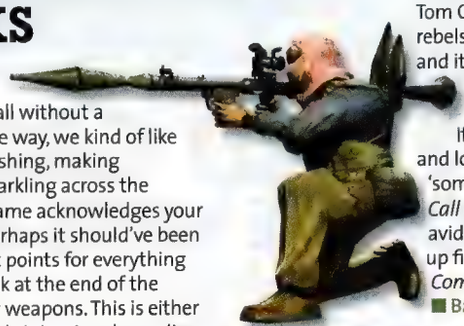
UNDER THE WEATHER

Battlefield **features stunning weather effects which, combined with the huge levels and draw distance, really absorb you into the battle. The locations could've done with a more variation, but they're rarely boring. One impressive mission sees you protecting an oil rig from invaders. Parachuting down, you can see for *miles* across the sea, and watch dozens of troops and vehicles at war.**



SNOW DIRECTION HOME: If you're handy with a sniper rifle you can shoot a pilot from his chopper and steal it. It's hard, mind.

"MODERN COMBAT IS PACKED WITH THINGS TO DO AND LOOKS ABSOLUTELY AMAZING"



you're driving a vehicle with more than one seat, your AI squadmates will bundle in and man the machine gun or hang at the back laying down covering fire. You can switch seats with Ⓐ, so if you fancy shooting instead of driving, simply let your buddy do it.

The 'console-friendly' features we mentioned earlier are classic EA fare. You're rewarded for *absolutely everything*. Choice awards include "Ten kills with one clip!" and, when we accidentally leapt out of a helicopter to a grisly death on the rocks below, "Highest freefall without a parachute!" But in a strange way, we kind of like it. Things are constantly flashing, making 'whoooooosh' noises and sparkling across the screen. It's good that the game acknowledges your achievements, although perhaps it should've been a little more subtle. You get points for everything too, which adds to your rank at the end of the mission and upgrades your weapons. This is either refreshingly simple or grossly intrusive, depending on what kind of gamer you are.

The single-player missions are enjoyable and it's worth buying the game even if you're broadband-free. You play as both allied forces and the enemy, which is an interesting idea (especially the cut-scenes which show each country's news channel's take on events), but the story is heavy-handed and boring. It's like a particularly tedious Tom Clancy book – nuclear missiles, terrorists, rebels, war, border disputes. We've seen it all before and it makes no difference to the game itself. The joy with *Battlefield 2* is in the playing.

It's basically a very accomplished game. It's solid, satisfying, packed with things to do and looks amazing, if lacking in that special 'something'. If you're after a fun alternative to *Call of Duty* and its ilk, consider this. If you're an avid broadband gamer, however, push the score up five points. Online, *Battlefield 2: Modern Combat* is as epic as they come. **Andy Kelly**

■ *Battlefield 2 is out on November 18th.*

PURPLE HAZE: That 'haze' effect a lot of games use is more obvious than ever.

CHOPPER SHOP: Grab a chopper and rain down fiery death on your enemies.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Easy to get to grips with and pleasantly solid. – You die a little too often for comfort.	+ Amazing weather effects and huge levels. – Some maps are terribly grey, really.	+ Loud. Like war tends to be, frankly. – Laughable Chinese accents.

LIFESPAN

If you're online, the lifespan is almost limitless. Otherwise, the story mode is surprisingly lengthy and worth playing alone.

MINUTES — YEARS

IT'S BETTER THAN...
CONSPIRACY: WMD

IT'S WORSE THAN...
CALL OF DUTY

One of PS2's best war games. Just the right side of fun while still capturing the frantic immediacy of battle. Essential if you have broadband and 'net play.

82

INFOSTRIP

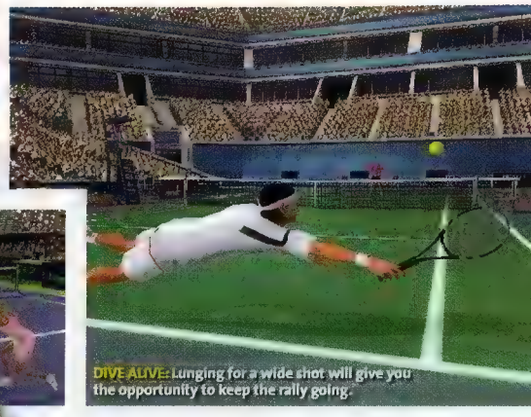
DETAILS

Developer: Indie Built Inc
Publisher: 2K Games
Players: 1 - 4
Memory Save: 1905KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Sports | Official License | Multitap | Addictive

BEND AND SERVE: All your favourite tennis stars are at your disposal, including Roger Federer.



DIVE ALIVE: Lunging for a wide shot will give you the opportunity to keep the rally going.

"SERVING UP SOMETHING MEDIOCRE"

TOP SPIN

The challenger to *Virtua Tennis*'s crown goes out in the first round.

Unless Maria Sharapova's wearing a particularly skimpy garment or Cliff Richard's nose is splashed across his face by a rogue ball mid-singalong, tennis isn't the most exciting of sports sometimes. But whereas *Virtua Tennis* on PS2 and PSP manages to liven the sport up a bit, *Top Spin* does not.

Bouncing out of the locker of the same team that brought us *NBA 2K5* and *NFL 2K5*, Top Spin's a fairly decent game – but the presentation's duller than a Wimbledon wash-out. Unenthusiastic umpires call decisions as if each word were smothered in razor blades and the US presenter sounds like he's chewing depressants as he ambles his way through his uninspiring introductions. It's just dull.

But, aside from the lack of effort in the razzmatazz stakes, *Top Spin* manages to deliver a competent game of tennis. Animation is slick, as Federer or Hingis (didn't she get fat and quit ages ago?) slide across the courts to volley winning backhands, and there's even a more varied shot selection than the mighty *Virtua Tennis*. As well as the usual volleys, lobs and slices, you can also deliver top spin strokes that will pick up pace as they hit the other side of the court – ideal for winning those strenuous baseline rallies. On top of this new innovation, there's a mix of online play, career modes and the entertaining addition of being able to put your own face into the game via the worst EyeToy implementation yet seen in a videogame. It looks if you've been attacked and beaten. But even this unintentional hilarity can't save *Top Spin*. How about a Cliff Richard target range and a set of crossbows. **Nathan Irvine**

■ *Top Spin is out right now.*

PSM² VERDICT

More Tim Henman than Roger Federer, this game is uncharismatic and doesn't do much that we haven't seen before. Stick with *Virtua Tennis 2*.

61

INFOSTRIP

DETAILS

Developer: Frontier
Publisher: Konami
Players: 1-2
Memory Save: 73KB
Widescreen: No
50-60Hz: No
Surround Sound: No

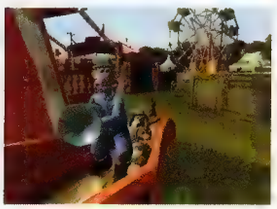
GAMEFAX

Film Tie-In | Funny | For Kids | Easy

"HOT, VERY CROSS, BUNNY"

RULING THE ROOST: This rooster is certainly a tough old bird to handle.

PSM² BRONZE AWARD



WALLACE AND GROMIT: THE CURSE OF THE WERE-RABBIT

Nick Park's clay creations get themselves in a right old rabbit stew in their latest PS2 adventure.

We'd like more games to be set in small Northern towns. Wandering round Wallace and Gromit's cheery, homely little village and conversing with its down-to-earth residents made us smile and wonder what it'd be like to play, say, *Prince Of Preston* or possibly even *Goole Spectrum Warrior*.

Still, until the day comes when regionalism in games is rife and EA do *Chester-le-FIFA Street* (don't laugh – it could happen) we can entertain ourselves with Wallace and Gromit's thoroughly pleasant, if slightly unremarkable, latest PS2 outing. Although the plot's ultimately about stopping the Were-Rabbit of the title from terrorising the town's residents, what you've got here is a lot of little sub-games, presented to you by the villagers as you wander around chatting. Race a small boy around town, for example, deliver barrels to various local businesses, fix a broken van or indulge in some football training with a kid in the park. They're none too demanding, but quite fun while they last. The problem, however, lies with the rabbits. There are a *lot* of rabbit-catching games, which involve you chasing bunnies round gardens, ushering them away from prize vegetables and herding them into, erm, sewers. Which seems a bit mean, to be honest, and hardly in keeping with Wallace's 'humane' new pest control venture. Anyway, they're OK, but they really do reoccur *far* too often for comfort and eventually cross the line between 'task' and 'chore'.

Still, *Were-Rabbit*'s genuinely funny, really rather charming, sufficiently varied, looks absolutely lovely and, as kid's games go, pisses all over the likes of *Charlie and the Chocolate Factory*. It's one of the few titles you can actually imagine a family settling down to enjoy together, and that's no small achievement in itself. We've got our fingers crossed for *Wakefield 2: Modern Combat* but until then, this'll do. **David Cook**

■ *Buy this from October 28th.*

PSM² VERDICT

While not exactly scintillating, *Were-Rabbit* really does bring the Wallace and Gromit universe to life. Genuinely worthy of the tag of 'family entertainment'.

72

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DETAILS
Developer: Relentless
Publisher: Sony
Players: 1-4
Memory Save: 134kb
Widescreen: No
50-60Hz: No
Surround Sound: No

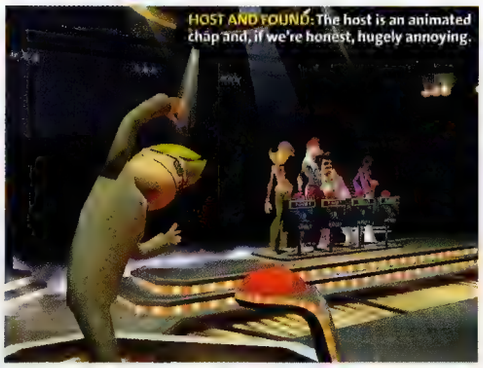
PUBTALK
The smart arse thing to say down the boozer
"Does the host's voice sound familiar? That's because he's voiced by Aussie soap 'sensation' Jason Donovan. Strewth, cobber!"

GAMEPIE
40% Buzzing
30% Feeling cheated
20% Stealing points
10% Fudging up

GAMEFAX
Music
Addictive
Original
PS2 Exclusive

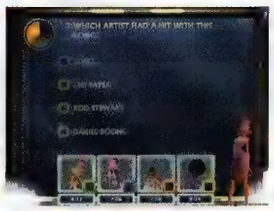
TRIVBURST
- Thousands upon thousands of questions.
- Multiple game modes, including single-player.
- Comes complete with four buzzers.

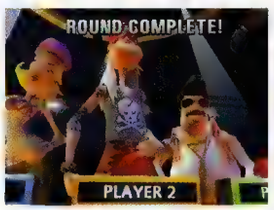
The MON£Y $HOT
The presentation is based on countless quiz shows and as such is instantly familiar. This really is a game anyone can play. Even the dog.

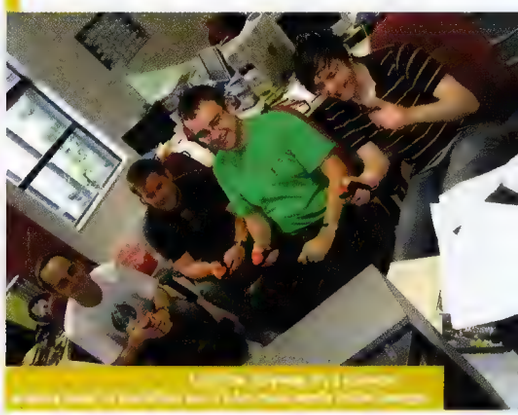


BOX OF TRICKS

Brilliantly, *Buzz!* comes with four buzzers that you attach to your PS2 via its USB slot. They fit snugly in your hand and the buzzer even *flashes*. In fact, in one of the rounds, you have to hit the red button just as it lights up to get a chance to answer a question. Not since *Singstar* has a game had the entire PSM2 squad round each others houses playing well into the wee hours. Along with Sony's croon-'em-up and *Dancing Stage*, this will make any dour Christmas party a rousing success. Especially if you're hammered. It really is astounding value for money too – £30 for the game and four controllers. A word of warning though: try and avoid getting them tangled up. They're an absolute bastard to unwind.







BUZZ!

THE MUSIC QUIZ

"Whaddya mean, Sonia *didn't* sing Personal Jesus?! You bloody liar! This is *so* unfair! I hate you all! Etc."

With every peripheral-based videogame comes an element of graceless embarrassment. From awkward *Dancing Stage* shuffling to phlegmatic ululations in *Singstar*, you either have to be massively drunk, unconsciously stupid or a despicable attention-seeking braggart to get the best out of them. This isn't the case with *Buzz!* though – the peripheral in question here is a beautifully simple device consisting of a fat red buzzer and four colour-coded buttons, so even the most retiring of wallflowers can get stuck in.

As the title suggests, this edition (expect further iterations on different subjects in the future) is all about the music. Questions largely consist of guessing either a song's name or the artist who performed it from hearing the first few seconds of its intro, but there's enough variation between rounds to ensure it doesn't become repetitive. Point Stealer, for example, lets whoever buzzes in correctly to pinch points from an opponent. This is hilarious when everyone gangs up on whoever's in the lead, milking their point stash for all it's worth. Similarly entertaining is the round that sees you playing hot potato with a ticking time bomb by rapidly answering questions.

The concept itself is nigh-on perfect but because it's so simple (in the best possible sense), we have to start talking about its flaws now. For one, some of the questions are *not* about music. Not in the traditional sense anyway. For instance, sometimes it asks where an artist is from or what a song was written about. Hmm. Also, the lengthy cut-scenes between questions dampen the pace – there's too much faffing around from the host. It doesn't really work in single-player either. It's an experience best saved for four.

Great news, though – the questions rarely repeat themselves. There's about two Trivial Pursuit-sized boxes of questions in there, according to the developers. We've played well over 20 full length games and they've all been totally different, so we believe them. *Buzz!* is just *brilliant*. It's accessible, will appeal to absolutely everyone (who *doesn't* like music?) and a genuine slice of genius. If it wasn't for the aforementioned flaws this'd be absolutely perfect. Sick of *Singstar*? You'll be wanting this then. **Andy Kelly**

PSM2 VERDICT

GAMEPLAY
+ Simplistic in the best possible way.
– Some daft questions. A little too much waiting.

GRAPHICS
+ Chunky, colourful and full of character.
– Why does the host have a head like a clam?

SOUND
+ It's a music quiz, so it's typically excellent.
– Some dodgy covers instead of real songs.

There are shitloads of questions and if you want to spice up a back-to-mine booze-up, this'll be out of the box frequently.

MINUTES — YEARS

IT'S BETTER THAN...
GET ON DA MIC

IT'S WORSE THAN...
SINGSTAR

A brilliant idea brilliantly executed. Loads of questions and a truly inspired peripheral. It does have its fair share of flaws, but nothing too off-putting.

84

COMBINE AND CONQUER!

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INFOSTRIP

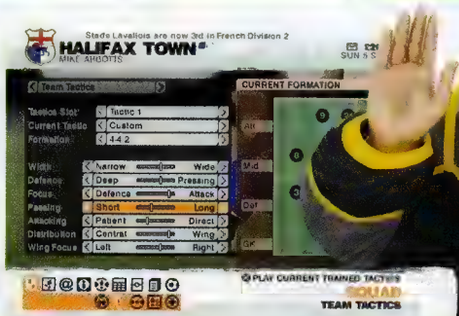
DETAILS
Developer: Codemasters
Publisher: Codemasters
Players: 1 to 2
Memory Save: 445kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"Forget boring 4-5-1 formations and yawnsome 1-0 wins, lets play six up front and see some serious goalmouth action!"

GAMEPIE
30% Loading.
20% Haggling.
30% Gum-chewing
20% Chest pain.

GAMEFAX
Hard
Sports
Official license
Addictive

TRIVBURST
- New database with more teams and more players.
- Beefed up training section with 3D training matches.



"IT'S FUN TO PLAY AT THE LMA"

LMA MANAGER 2006

Make like Mourinho and win the Champion's League in easily the finest management game on PS2.

As far as football management on PS2 goes, *LMA Manager* is the only game to be consistently good. *Championship Manager* was a let-down of Kluivert-at-Newcastle style proportions, no-one remembers *Alex Ferguson's Player Manager* and, like the man who bears its name, the least said about *Sven Goran Eriksson's World Cup Challenge* the better. So we need this new version of *LMA* to be good or else we'll have to take up cross stitching and badminton instead.

Fortunately *LMA* is bang up to date with all the last minute eleventh-hour transfers from across most of Europe's football leagues. As usual. But this time around, if you fancy updating your team rosters once January's transfer window has been and gone, *LMA* now gives you the option to do so by getting online. Superb idea.

The most obvious improvement on previous incarnations is that *LMA*'s 3D matches have undergone a massive overhaul. Codies' experience from *Club Football* has paid off, as here for the first time, match days now accurately resemble a real game of football. Slick cut-scenes showing player, referee and manager reactions all serve to ramp up the realism, while skilful players can now pull off trick moves such as back heels, step overs and bicycle kicks.

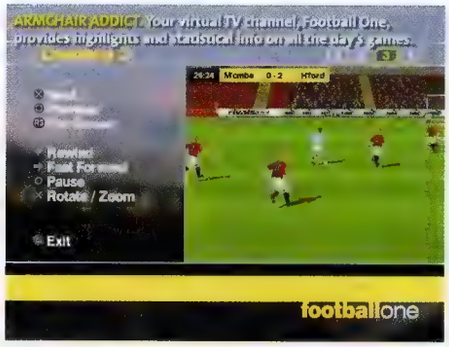
It's not just the visual aspect of the game that's undergone a pre-season work-over, though. Delve deeper into the game and you'll begin to realise that almost every facet of *LMA* has been tweaked or updated in some way. The game's player transfer system has undergone one of the biggest revamps. In addition to specifying all the usual requirements, such as age, cost, position and skill, you can now search for up to two special abilities, exclude injured or banned players and look for players within specific wage brackets. Once you've found your player and agreed a fee with his club, you'll now have to undergo much more protracted contract negotiations before you finally get to sign your man.

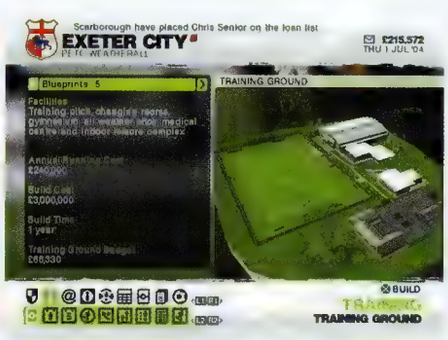
Much deeper, yet more accessible than ever, both newcomers and fans of the series will lap this up. Be warned, however, once you've been sucked into the virtual footy world, your social life will be relegated to the lower leagues. **Richard Owen**

■ *LMA 2006's season kicks off on November 18th.*

BACK ROOM BOYS

The training report provides you with loads of vital player info. In addition to just letting you know how your footballing wizards are performing, your head coach will also give you other essential info, such as how your new star player is getting on, who he thinks should be given a place in the first eleven or left languishing in the reserves. It's all useful stuff, both for beginners and *LMA* experts alike.


ARMCHAIR ADDICT Your virtual TV channel, Football One, provides highlights and statistical info on all the day's games.
Exit
footballone



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Plenty of depth, but accessible enough. – Achingly long loading times.	+ Slick new 3D match engine ramps up the realism. – The highlights section	+ Decent background tunes and reasonable crowd effects – This isn't exactly an

LIFESPAN
With online, fantasy and multiplayer games to get stuck into, there's plenty to do until next season at least.
MINUTES — YEARS

IT'S BETTER THAN...
CHAMPIONSHIP MANAGER

IT'S WORSE THAN...
PRO EVO 5

Codies have implemented an overhaul of Abramovich proportions, and as a result *LMA* retains the footie management trophy for yet another season.

85

INFOSTRIP

DETAILS
Developer: Climax
Publisher: Southpeak
Players: 1-2
Memory Save: 89KB
Widescreen: No
50-60Hz: 50
Surround Sound: No

GAMEFAX
Racing
Extreme Sports
Hard
Funny

JUMP AND GRIND: There's some hugely exciting jumps in *Offroad Fury 3*.

"THE FILTH AND THE OFFROAD FURY"

ATV OFFROAD FURY 3

More dirt-shredding racing, but do we still want our ATV?

Doesn't time fly when you're being furious offroad? It's hard to believe that there have now been three *Offroad Furies*. It's not that this third iteration is a bad game, not at all, but it's a predictable sequel full of 'tweaks' and 'slight improvements' and, while that may be enough to re-sell popular game genres like football, that's not really sufficient for ATV racing. This is pure unadulterated niche fodder.

We should point out, though, that the *ATV* games, previously developed by Rainbow Studios are very, very good simulators. What they've always done is kept the preloading (the weight shift of the rider before the jumps) incredibly simple – just pull back on the analogue stick at the base of the ramp, then push forward at the top. It gives the racing a fluid and natural feel, even for those who don't know their ATVs. New developers Climax have kept this and added a powerslide move, but don't expect *Burnout*-style drifting – this requires subtle use of the brakes and movement of the rider to allow tighter cornering. And anything that can shave a few seconds off your time is vital, as ATV is tight, challenging racing sim that constantly tests your technique.

The game is also neatly put together, with further courses and vehicle upgrades all unlockable once lap times and trick point records are broken. But, despite having, undeniable merits, it's hard to enthuse over a game that is basically about extreme-sport tractors. Especially the third time over. **Dave Harrison**

Get Offroad Fury in November.

PSM2 VERDICT

You won't go far wrong with Climax's entertaining dirt simulator. But do you really want *another* ATV game? Anyone? We thought as much.

74

INFOSTRIP

DETAILS
Developer: Aqua Pacific
Publisher: In2Games
Players: 1-4
Memory Save: 109KB
Widescreen: No
50-60Hz: 50
Surround Sound: No

GAMEFAX
Sport
Hard
Original
PS2 Exclusive

FRIENDS LIKE THESE: Trust us, we don't know those people on the left. No, honestly.

"LIKE A GOLFER ON A STRING"

GAMETRAK: REAL WORLD GOLF

More of a challenge than *Tiger*, but there's a few strings attached.

Never play a Gametrak game if you want to look cool. It seems as if the whole set up – the kit, the way you have to stand, everything – is designed to chip slowly away at your self esteem and make you feel like an utter nob.

To play *Real World Golf*, first you slip on the fingerless gloves (yes, *fingerless gloves*) attach strings to them and, finally, to calibrate the set-up, you have to put your hands on your head while the game barks at you. Now you look like somewhere between a camp UFC fighter and a puppet getting arrested... and you haven't even picked up the Fisher Price kid's golf club yet. It's even more embarrassing than Gametrak scrapper, *Dark Wind*. But we implore you to withstand the shame and play this, because it works. No, it really does.

By cleverly sensing the speed of your swing and calculating the angle of the club face by the positioning of your wrists, it measures how well you've struck the ball. Then the on-screen help tells you what percentage of full swing you should be making. So immediately, you get a feel for short chips and putting, which means technique and precision are always rewarded.

The game isn't perfect, though – there's a limited amount of courses, playing multi-player is a real hassle – involving swapping gloves over and recalibration of heights – and backspin is so powerful you expect the ball to fizz back to your feet every time. But getting a par in this game is ten times more satisfying than hitting an 18-under on *Tiger Woods*. Providing you've no sense of dignity, this is worth playing. **Dave Harrison**

Real World Golf is out now

STAR TRAK: Once you're used to it, *Gametrak Golf* really works well.

PSM2 VERDICT

The options are limited and it makes you look like a dick, but *Real World Golf* works well, and certainly offers something different to *Tiger Woods*.

77

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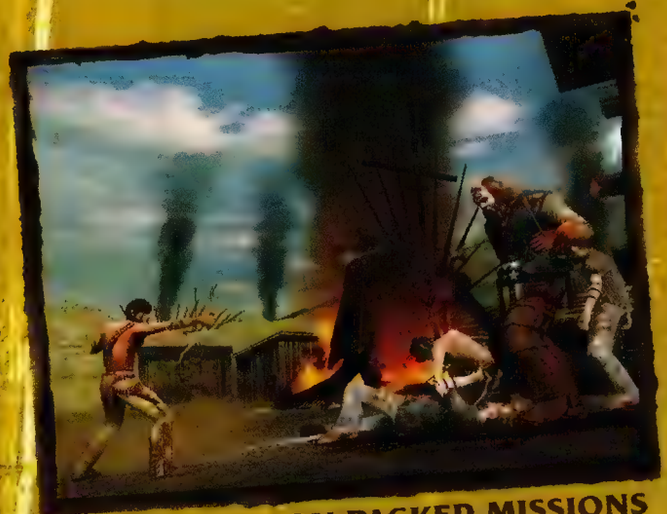
ITY THAT WAS THE WEST



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The MON€¥ $HOT
It all looks absolutely lush. From the detailed stadia to the beautiful player renders, *Winning Eleven 9* is certainly on another level as far as visuals go.

PSM2 BRONZE AWARD

PURRING WITH SKILL: This funny-named Brazilian is full of energy and has a great touch. What's that? He's called Cafu? I thought you said "Cat Food".

WINNING ELEVEN 9

After what feels like a small eternity the footie game every PSP owner has been waiting for kicks off. But first, an apology...

INFOSTRIP

DETAILS
Developer: KCET
Publisher: Konami
Players: 1–2
Memory Save: 1856KB

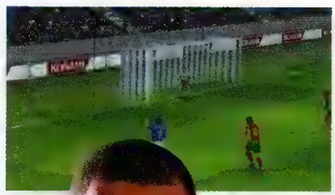
GAMEFAX
Sports
Hard
Network play
Addictive

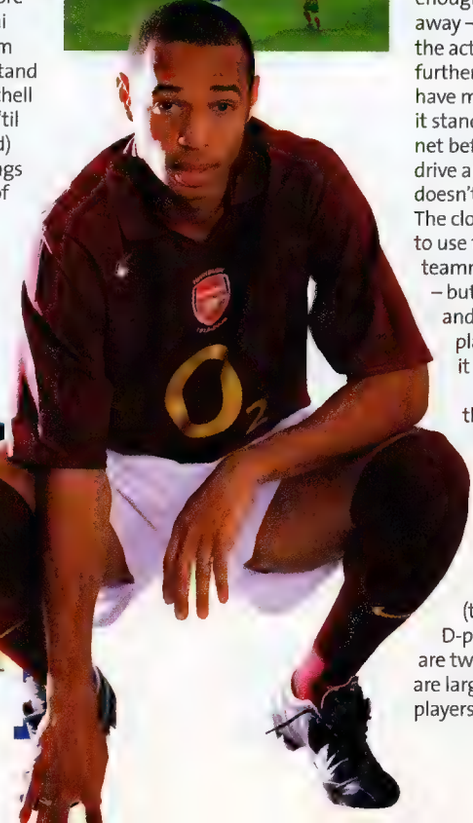
TRIVBURST
- 57 National and 136 League clubs to take control of.
- Full record of Wi-Fi matches includes goals for/against and a running points total.
- Download your *WE9* Master League side from your PS2.

PUBTALK
The smart arse thing to say down the boozer.
"Konami's first soccer game was back on the original Nintendo back in 1991 and it was called *Konami's Hyper Soccer*."

Back in PSM2#61 we gushed, somewhat uncontrollably, over Sony's *World Tour Soccer*. We even gave it an impressive 80% and a PSM2 Silver award. But looking back, we were maybe a little generous. Don't get us wrong, *WTS* is an enjoyable game. But we were blinded by the fact that it was the first footie title on Sony's hand-held and had a neat PSP-only *Tony Hawk*-style combo mini-game. So we're now going to say *WTS* gets 73%. And what of *Winning Eleven 9*? Well, let's just say it's PSP's best footie game by default – but the most disappointing by a margin.

What's wrong? While it plays more or less as solidly as *PES5* on PS2, *Winning Eleven 9* leaves you feeling empty. We knew there'd be compromises (See WHAT WENT WRONG?) but there's more than we feared. For starters, there's no commentary, which means no more excitable ramblings from Tsuyoshi Kitazawa (the Japanese bloke from *WE9* on PS2). OK, we can't understand him, but in the words of Joni Mitchell 'you don't know what you've got 'til it's gone'. Even the (slightly muted) crowd ambience fails to liven things up. Yes, there's a decent amount of teams (193+) and a number of leagues (Premiership, Serie A ,et al), but with no Master League (you can download your PS2 *WE9* ML team to play Exhibition matches though) or *any* cup competitions – yes, none – there's less to get excited about. We're praying *PES5* won't be the same. At least then we'll have full English text.



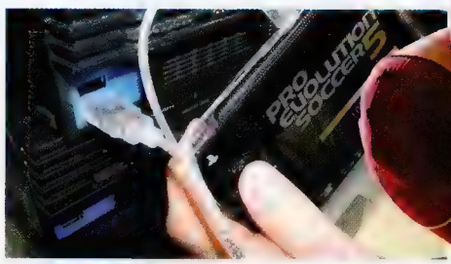


Though it zooms and pans subtly enough, the default – and furthest away – camera view is too close to the action. While placing the view further back from the pitch might have made the ball difficult to see, as it stands, it's rare that you'll spot the net before you take a shot. Lashing a drive and praying it goes in just doesn't feel that satisfying or skilful. The close-quarters camera forces you to use the radar to locate your teammate's position – no bad thing – but when you consider that *FIFA* and *WTS* let you see distant players on the regular pitch view, it seems a bit poor.

What those games don't do, though, is offer solid footie action. While *FIFA* jerks and stalls when the ball goes out of play and *WTS's* players feel too sticky, *WE9* is admirably close to the PS2 version. PSP might lack the same essential trick buttons (the R2 side-shimmy is now a D-pad double-tap and step-overs are two hits of R1) but the controls are largely spot on. Dribbling with players like Robben is almost as

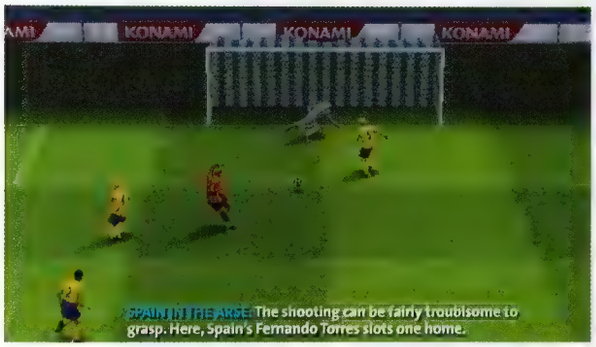
ED-IT'S ALL OVER

Even though *WE9* on PSP is barren of a Master League, you can still have some form of interaction with your PS2 team. Linking up via a USB cable, you can download your PS2 side to your PSP game. Then you can either edit individual kit aspects and the like, or use them to play the other teams in game or against friends. *PES5* is bound to have something similar for us to enjoy.



WILLING AND C-ABLE: See, it's so easy to connect your PSP to your PS2, you'll be downloading Master League teams in no time.

TIME AND SPACE: Any more players on screen, and it starts to slow down.



SPAIN IN THE ARSE: The shooting can be fairly troublesome to grasp. Here, Spain's Fernando Torres slots one home.

RONNY'S SIZE: Even though the PSP screen is small you can still tell that this ugly fella in the Brazil shirt is Ronaldinho.

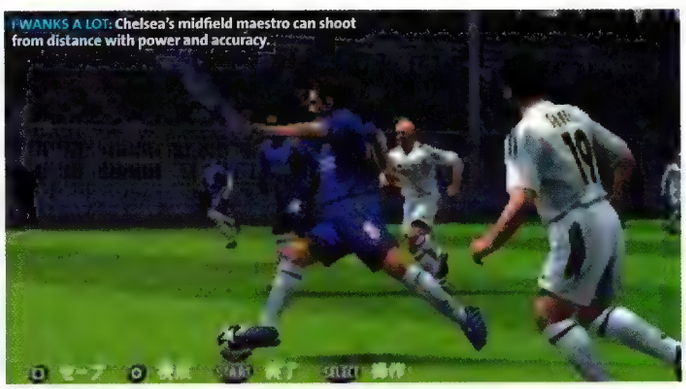
responsive, twitchy and momentum-heavy as the PS2 version. And when he's stopped in his tracks by a tenacious Heinze tackle, the collision animations are nearly as lush and jarring. The major problem is your arms and fingers – which burn after only minutes on PSP's crunched pad.

Wi-Fi multiplayer mode is the biggest offender. While largely decent, there's occasionally slightly weird 'ghosting' on the players, and jarring pauses on corners – on multiple occasions, we've pressed ◎ to cross the ball, wondered why nothing's happened, then ogled in shock as the ball's shot across the box at lightning speed. You get used to it, but it's a poor relation to heated two-player games on PS2.

As a £60+ import purchase, it's hard to recommend *WE9*. It's not a bad game – just disappointing – and a victim of PSP's more obvious limitations. **Nathan Irvine**

■ WE9 *can be imported now.*

"WINNING ELEVEN 9 LEAVES YOU FEELING EMPTY. THERE'S LESS TO GET EXCITED ABOUT"


I WANKS A LOT: Chelsea's midfield maestro can shoot from distance with power and accuracy.

RISING FUN: The weighty physics on display make mid-air battles a realistic affair.

WHAT WENT WRONG?

Here's a list of changes that we'd like to see in the UK release of *PES* on PSP...

CAMERA ANGLE: We know it's a long shot (no pun intended), but the view is too close to the action for our liking and we'd like it changed. Not drastically, just enough to see our players. And the pitch. And the nets...

LESS SLOW-DOWN: The *Winning Eleven* series is notoriously sludgy on PS2, but it's usually sorted out for the UK version of *PES* a few months later. We'd like to think that the PSP incarnation would follow the same trend.

CUP MODE: Where are the cup modes? We have visions of taking the European Cup on the bus and lifting the World Cup on the toilet... Or perhaps we're just a bit weird.

MASTER LEAGUE: Let's be honest, if *PES5* had the Master League, then we'd wave goodbye to our lives as happy men. We'd even settle for a diluted version with just one division or ten teams or something. Please?

PS2 CONTROLLER: What? We're not booking a one way ticket to Crazyville, we just don't think PSP's analogue or D-pad works well with *WE9*. We'd seriously consider using a plug-in PS2 pad. Yes, we *know* it's mental...

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Football. On PSP. At it's finest... – ...until next month when *PES5* comes out	+ Slick animation and nice player likenesses. – Loads of slow-down during crowded moments.	+ Erm... the kicking and stadium chants are OK – No commentary means a lack of atmosphere

LIFESPAN

Plenty of leagues to get your teeth into, but there's not much else to keep you going without a mate to play.

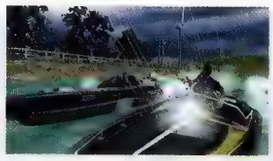
MINUTES

IT'S BETTER THAN...
WORLD TOUR SOCCER

IT'S WORSE THAN...
PES5 (PS2)

There's a lot of problems with *WE9* – slow-down, a poor camera angle and little incentive to play alone. But the solid gameplay still makes this the best footie game on PSP.

79



The MONEY SHOT
Leaping from your burning vehicle as it's about to explode and reeling off a couple of rounds of hot, unadulterated lead into fleeing criminals feels special.
RESTRICTED AREA
NO TRESPASSING
BEYOND THIS POINT
POLICE
PSM2 SILVER AWARD

JUSTICE METER

On your way to apprehending each of the bad guys you'll be rewarded with an increase in your Justice Meter. When full, the Justice Meter lets you pull off a couple of cool things. Hitting Ⓐ allows you to a) simultaneously replenish your health while restoring your car's durability and b) leap in slow-motion onto a vehicle and rain down a hail of bullets, while you're temporarily invincible. Nice. But be careful because one side-swipe or friendly fire hit on a civilian car will drain your bar steadily.

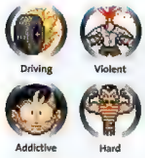
RAISE THE BAR: The Justice Meter is on the right. When it flashes, it's showtime.

PSP STRIP

DETAILS

Developer: Bigbig Studios
Publisher: Sony
Players: 1
Memory Save: 450KB

GAMEFAX



TRIVBURST

- Drive and blast your way through 30+ missions.
- Leap from vehicle to vehicle at speed.
- On-foot and gun-turret sections break up the driving action.

PUBTALK

The smart arse thing to say down the boozer.
"Of course, *Pursuit Force* isn't an entirely original concept. *Chase HQ* in 1988 was all about the pursuing action. So there."

PURSUIT FORCE

It's glitchy, it's repetitive and the controls are a little unresponsive. But boy, is it fun.

We'd just leapt from our motorbike and landed, all guns blazing, on a passing powerboat in the canal. A few taps of ▭ and two more of the Vixens (a team of lady criminals) were downed. Then we'd grabbed the boat and were chasing the rest of the gang when, all of a sudden, the river disappeared and our boat was left floating in mid-air. At this point, lesser games would've been kicked about the face as we loaded the '30%' shotgun. But we're having so much fun we scarcely notice. Yes, Pursuit Force is so hot it pushes the PSP to the limits. And sometimes a little beyond them...

You see, *Pursuit Force* has some almighty clangers if you keep your eyes peeled. They're not a constant, mind you, but they can interfere. It's like the level designers have made promises the programmers can't keep. It's frantic and, accompanied by an epic soundtrack, tongue-in-cheek humour and more vehicles and guns you can shake an assault rifle at, *Pursuit Force* is laden with fun.

Playing as a rookie cop, you've got to rid Capital City of five notoriously bad gangs. We'd assumed that this would consist of little other than a) driving a lot and b) shooting a lot. But after a Speed-esque scene driving a bus (complete with speedo detonator and people jumping to safety) we realised there was going to be loads more to *Pursuit Force* than that. Firing a chopper's mini-gun at a bonnet-jumping psychopath and dodging toxic gas from a gun-toting man sporting a *Killzone*-style helghast mask – it's all here.

While there's a huge amount to do (30 missions, time trials and races) it's not perfect. Courses are narrow, turning almost every stage into a bobsleigh course – you bang around corners rather than steer with skill. And while there are loads of vehicles, they all handle the same. And that means bikes have the same impact as cars when ploughing into traffic.

But, for all its flaws, *Pursuit Force* is a balls-out game that adds a lot to your PSP collection. It's got guns, it's got cars and it's got a police chief who sounds like Sheriff John Bunnell from the World's Wildest Police Chases. Not even glaringly obvious graphical quirks can stop us loving this hi-octane gunfest. **Nathan Irvine**

■ *Catch this from October 21st.*

"FIRE A MINI-GUN AT A BONNET-JUMPING PSYCHOPATH. GREAT"

PSM2 VERDICT

GAMEPLAY
+ A non-stop blend of driving and shooting.
– The on-foot sections are clunky and a bit crap.

GRAPHICS
+ Great feeling of speed.
– Some frame-rate issues (driving) and clipping problems (on-foot).

SOUND
+ Epic soundtrack accompanies the action.
– The ranting chief does become annoying.

LIFESPAN
With it's career mode, races and time trials, this is one game that's got replay value in abundance. But no Wi-Fi link-up play? Eh?
MINUTES — YEARS

IT'S BETTER THAN...
FIRED UP

IT'S WORSE THAN...
BURNOUT LEGENDS

It's hard not to like *Pursuit Force*. Even when you've restarted the Don The Run mission for the twentieth time you'll still be enjoying it. We fully expect an even-better sequel next year.

80

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"SINFULLY BRILLIANT"

SIN CITY

The streets run red with blood as Robert Rodriguez goes graphic (novel).

Walk down the right alley in Basin City, we're told, and you can find anything. If you're after gunfights, blood, bullets, stab wounds, prostitutes, crime bosses, freaks and corrupt cops, this is the place. When filmmakers boast that they've ripped the story from the pages of a beloved graphic novel series, few can claim that they did it literally. And only one can claim he brought along the comic's creator as a co-director... Robert Rodriguez has slowly built a reputation as a one-man filmmaking factory, but he's done it with passion and craft (The Faculty, From Dusk Till Dawn and, erm, Spy Kids, for instance). Now, with Sin City, he's finally made something that stays true to Frank Miller's stylish, jagged work. Importing whole storylines, characters and often frames directly from the comic book, the directors offer up three plots – Sin City, which sees Mickey Rourke as hulking thug Marv, avenging the death of the only woman who ever showed him kindness; That Yellow Bastard, in which Bruce Willis's cop Hartigan – the only good plod in town – trying to save young Nancy (Alba) and The Big Fat Kill, as Clive Owen's Dwight gets mixed up in a case of dirty police and furious fighting femmes.

"SIN CITY LOOKS AND FEELS LIKE NOTHING ELSE OUT ON SHINY DISC. FANS SHOULD REJOICE"

A FILM TO KILL FOR

Sin City is entirely shot in black and white, with every element aside from the cast created entirely by computer. If you were worried that this would lead to another Sky Captain-style fiasco, fear not – Rodriguez knows enough to keep the characters brutal and honest, while recruiting a cast with enough skill to bring them to life. And with Miller on board, nothing feels out of place: even Tarantino's brief stint behind the camera never feels like a stunt. Gritty, dark and bathed in a noir glow, the monotone look is broken by splashes of colour – the flash of blood, the burst of gunfire, and Nick Stahl's horrific skin tone as Yellow Bastard. Sin City looks – and often feels – like nothing else out on shiny disc. Although certainly not for everyone, fans should rejoice – the most mature, muscular comic adaptation of all time has arrived. Get it in.

STARRING
- Jessica Alba
- Benicio Del Toro
- Clive Owen
- Mickey Rourke
- Bruce Willis
- Nick Stahl

DIRECTOR
- Robert Rodriguez
- Frank Miller
- Quentin Tarantino

CERTIFICATE
- 18

PRICE
- £19.99

RELEASE
- Out Now

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Incredible visuals, Mickey Rourke IS Marv, – A little samey in places, but not too often.	+ Never toned down. It's brutal violence all the way through. – Not everyone's 'thing'.	+ Tiny, though informative, featurette... – ...and that's it. Come on, is that all you can do?

EXTRAS

Sigh... If you really can't wait, then buy this bare bones disc. But true fans are better off waiting for the fully loaded Special Edition that's surely on the way.

IT'S BETTER THAN...
DAREDEVIL

IT'S WORSE THAN...
SPIDER-MAN 2

It's a hard knock life... and a hell of a movie. One of the coolest films of recent years and an absolute must-see for anyone even slightly into comics.

82

"MORE LIKE PURGATORY THAN HEAVEN ITSELF"

KINGDOM OF HEAVEN

Orlando goes to war. But what's he fighting for?

STARRING
- Orlando Bloom
- Liam Neeson
- Eva Green
- David Thewlis
- Brendan Gleeson
- Marton Csokas
- Alexander Siddig
- Michael Sheen

DIRECTOR
- Ridley Scott

CERTIFICATE
- 15

PRICE
- £24.99

RELEASE
- Out Now

After enjoying huge success with Gladiator, Ridley Scott is back in the swords and armour genre for Kingdom Of Heaven, chronicling the long, hard road travelled by Balian (Bloom) as the lowly blacksmith takes on the mantle of a warrior during the Crusades. This time, though, there's no Russell Crowe to handle the heroics and Bloom's not quite as up to the task, despite all that Lord Of The Rings training. Ultimately, Kingdom Of Heaven feels the same throughout, never as meaty or well paced as Ridley's Roman adventure. Still, it's Sir Scott, so there's plenty to enjoy, most notably some impressive clashes. Liam Neeson steals scenes early on as Balian's father, the noble lord and badass fighter who lets his son know his fate. Eva Green does her best to sex up proceedings, but her love affair with Balian lacks real chemistry.

QUEST FOR IRE

The trouble with the film is that it tries to do too much, shoving us deep into the political and religious machinations that surrounded Jerusalem at the time. The script initially tries to show all sides of the conflict as equals, without resorting to the usual trap of nasty villains and virtuous heroes, but it soon chucks that idea away and allows Brendan Gleeson to chew the scenery as a scheming Knights Templar. And when the plot hinges on Bloom's bland-as-sand Balian, it's hardly a reason to give the time to this crusade. More a kingdom of mediocrity than a kingdom of heaven. Ah, well.

PSM² VERDICT

MOVIE	GOOD+BAD	DVD
+ Superb battles, a couple of great performances – Often confusing and badly paced.	+ A couple of great performances. – And a lot of thoroughly indifferent ones.	+ Scott commentary, loaded with featurettes – No real negatives to report. Hurrah!

EXTRAS

The movie hardly lit up the box office, but those who loved it can check out the loaded two-disc edition. Casual buyer? Stick with the single disc- you still get Sir Scott's authoritative chat track.

IT'S BETTER THAN...
TROY

IT'S WORSE THAN...
GLADIATOR

A well-crafted historical adventure, but not everyone stretches themselves the way they should, and it all just gets a bit bland. Shame, really.

65

FLASH GORDON: 25TH ANNIVERSARY EDITION

STARRING
- Sam Jones
- Max Von Sydow

DIRECTOR
- Mike Hodges

CERTIFICATE
- PG

PRICE
- £19.99

RELEASE
- Out Now

FLASH! Ah-ahhhhhhh... Ahem. Hands up who loves Flash Gordon. Come on... You there, in the back. There's no shame in it. Okay, not *much* shame. Still, Flash has its charms, even with the double order of cheese. There's the rockin' Queen soundtrack. The amazingly overdone comic feel. The ludicrously OTT acting (yes, Brian Blessed, as usual we're looking at you) and the blatantly silly plot (evil emperor Ming The Merciless threatens Earth), but beyond all that, there's the sheer fun of it all. And now, 25 years on, there's the chance to reminisce with director Mike Hodges and the cast. Well, everyone still alive, anyway. Guilty pleasures rarely come guiltier or more pleasurable than this. Look down your nose at Flash all you like, but you know you love it, and we know you love it too.

75

THE DESCENT

STARRING
- Shauna MacDonald
- Alex Reid

DIRECTOR
- Neil Marshall

CERTIFICATE
- 18

PRICE
- £19.99

RELEASE
- October 31st

In 2002, Neil Marshall brought us Dog Soldiers, a howlingly good horror tale of werewolves versus soldiers. Now he's back with an equally gruesome plotline: Female potholers versus cave-dwelling beasties... Ramping up the gore, Marshall's delivered another winner. Are our heroines truly in danger from the nasties? Or are they merely the product of overactive imaginations, brought on by serious claustrophobia? Cannily loading the cast with unknowns, Marshall's made it easy for anyone to die at any time, which means the tension keeps taught to the climax. And, like Dogs, The Descent's DVD doesn't skimp on the extras, with a commentary, deleted scenes and an entertaining Making Of doc.

82

Films from another space and time

ANIMANIA

SPRIGGAN: SPECIAL EDITION

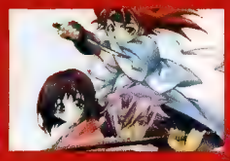
An ancient artifact known as Noah's Ark has been discovered buried beneath the North Pole and forgotten since before the birth of history. The Ark holds the power to elevate its controller to the status of a God as well as the power to wipe mankind from the face of the Earth in a second. Epic, brilliantly-animated stuff from the director of the sublime Ghost In The Shell. Top drawer stuff.

78

PEACEMAKER: VOLUME 01

Adapted from the popular manga series Peacemaker Kurogane and declared by fans to hold the envious record of "most amount of blood from one sword slash", Peacemaker is set in 19th century Japan. This arty series has comedic moments, as well as moments of pure, gory violence. If you like blokes with swords slashing each other up, get it in.

81



AQUARIAN AGE: VOLUME 02

Kyota should be having the time of his life. The debut of his band has been set and beautiful girls are throwing themselves at him. Instead, he's singing the blues as the mystical war that surrounds him begins to heat up. This is your usual pompous romance/action anime fare with loads of heartfelt monologues, sparkly love scenes and out-of-place slapstick humour. Bit of an odd one, really.

69

ALSO RELEASED

LITTLE BRITAIN: SERIES 2

Out Now Cert 15 Price £21.99

Continue to annoy friends with this second collection of sketches from Matt Lucas and David Walliams. Just try not to get punched by using the lines too often.

82

SEED OF CHUCKY

Out Now Cert 15 Price £15.99

Continuing the killer slapstick style taken by Bride Of Chucky, Seed sees him – you guessed it – spawn. Never particularly scary, Seed is one for Chucky fanatics only.

52

HOUSE OF WAX

Out Now Cert TBC Price £17.99

A pack of teens breakdown near a weird American town. Have sex. Get killed by freaky weirdo with a wax obsession. Movie contains Paris Hilton. Awful.

30

THE LEAGUE OF GENTLEMEN'S APOCALYPSE

Out Now Cert 15 Price £19.99

A local town for local people attempts to go global with this cinematic adaptation. This is clever and often funny, but never enough to feel like a proper film.

67

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BE LEGENDARY

BE B

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Screenshots taken from XBOX®

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PC DVD ROM

PlayStation.2

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MARVEL

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KING KONG

We get a hands-on and play the amazing game of the beast everyone's calling "one hell of a bloody big monkey".

If you're still suffering traumatic flashbacks thanks to the miserable *Turok Evolution*, here's something that might just help soothe your mind. In fact it might even rehabilitate the whole dino-FPS genre.

Because not only is *King Kong* the game of the remake of one of the most iconic films of all time, and potentially the best movie adaptation in many a long year, it's also around 80% pure dinosaur. Fact.

In case you aren't up to speed with the classic monkey-loves-lady storyline, which will have you crying harder than ET ever did by the end, the majority of it takes place on the mysterious Skull Island. Film-maker Carl Denham gets a whole lot more than he bargained for when he sets sail for this legendary land that time forgot, hoping for some dramatic shots of leading lady Ann Darrow on a backdrop of craggy rocks and impressively fat trees. His research is proved almost correct, as Skull island's trees are indeed fat – much like its herds of roaming brontosauri, ravenous T-Rexes and flying lizards. Whoa!

But the undisputed heavy weight champ of this 'mildly' inhospitable place is King Kong – the colossal monkey

LOOK AT THE SIZE OF THAT THING!

In the original 1933 movie, King Kong magically quadrupled in size after being transported to New York. The reason for this rapid and unexpected growth spurt was that while the original monkey (actually an 18-inch model) looked impressive in the jungle scenes, he was somewhat dwarfed by NY's towers, so the film's director decided to pump him up a bit and hope nobody noticed. After all, who would be impressed by a 20ft ape when there were skyscrapers to marvel at? New Yorkers had clearly seen it all before.

In Peter Jackson's remake, Kong is gigantic from the very beginning, and is most definitely not to be messed with. He's a terrific piece of character design which actually doesn't bear a great deal of resemblance to the original, slightly threadbare version that retained its power to terrify through numerous 1950s cinematic re-releases. We'd be surprised if the computer-generated 2005 version has anything like the same staying power, but anything's possible.

worshipped, as a colossal monkey ought to be, by Skull Island's trembling native population. The islanders are constantly on the lookout for tasty morsels to offer Kong, in return for protection from ravenous T-Rexes, and as soon as they spot the tasty Ms Darrow, well, they certainly know gourmet monkey food when they see it.

So that's where the game comes in. You play Jack Driscoll, the only member of the film crew who can handle a rifle,

"KING KONG IS POTENTIALLY THE BEST MOVIE ADAPTATION IN MANY A LONG YEAR"

and your task is to save Ann from ending up as hard pieces in Kong's spoor. However, since the story follows the movie incredibly closely, you can't actually win here. Ann must get whisked away by the hairy hand of fate and Carl must succeed in his bright new idea of capturing Kong for a tremendous exhibition he'll be putting on back home in New York.

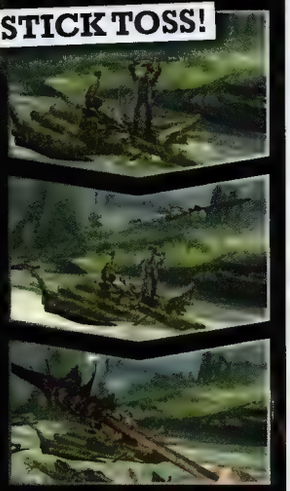
What you have to do is survive from scene to scene, protecting Carl and tracking Ann using only your wits, some sharp and flammable sticks, and weapons that fall out of passing aeroplanes. These first-person jungle scenes may look a little like *Turok*, particularly when you've got raptors and

KING KONG

HELP!

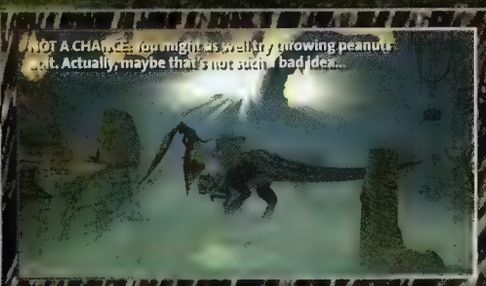
The other members of the film crew are generally there to be protected, and if you let one of them die then it's Game Over. However, they're not totally useless – if you're in need of ammo or you've just thrown your last burning stick, they'll help out by passing you a replacement, which is nice and civil of them. Then they'll run and hide while you get eaten by something large and hungry. Which isn't so nice of them, really.

STICK TOSS!

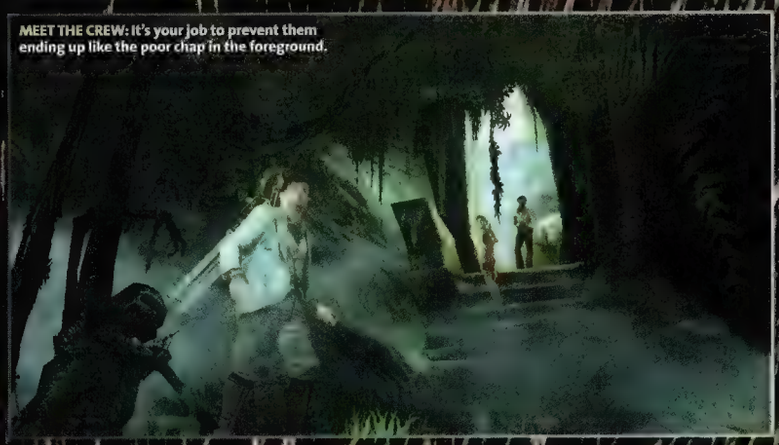


GUN GIVE!

DINO-ROAR: Sure Kong is the star of the show but don't be surprised when most of the time you're fighting dinosaurs.



NOT A CHANCE: You might as well try throwing peanuts at it. Actually, maybe that's not such a bad idea...



MEET THE CREW: It's your job to prevent them ending up like the poor chap in the foreground.

FLYING LIZARDS: Distract these beasties with a dead lizard.

"YOU'LL SHOOT T-REX'S WITH A GUN THAT BARELY EVEN SCRATCHES THEM"

other prehistoric beasts snapping at your heels, but they're in a completely different league as far as gameplay goes.

Confronting a T-Rex is truly nerve-racking experience. You'll be shooting it with a pop gun that barely scratches the giant beast's leathery hide, or waving a burning stick in a frantic effort to distract it from eating one of your colleagues. Unlike most other first-person games, you're effectively powerless when facing something larger than yourself. If you run and hide, you'll find your nemesis is capable of flattening trees or buildings without breaking into a sweat, and can smell furrowed trousers from a good half a mile away.

You can kill the smaller creatures, though, and a dead lizard on the end of a stick is useful for distracting single large enemies or swarms of little ones – much easier than simply blasting away. While the game forces you along an extremely linear pathway in order to tell its story, you do at least have a few such tactical opportunities.

To ensure you don't spend the entire game cowering at the bottom of the food chain, you get to play a fair chunk of it as Kong himself. Kong's scenes are more like a third-person beat-'em-up, with a bit of swinging and jumping thrown in – he roars through the jungle canopy and does unspeakable things to dinosaurs, such as ripping their jaws apart, biting their heads off and throwing their corpses at the islanders who, by this point, have turned evil.

There are no health meters or status displays on-screen, so you have to use your judgement to tell exactly when Kong is going to keel over from dino bites and poison arrows – he recovers energy by smashing things and thumping his chest. Thanks to a cinematic camera, the Kong levels look and feel, like a completely different, equally excellent game.

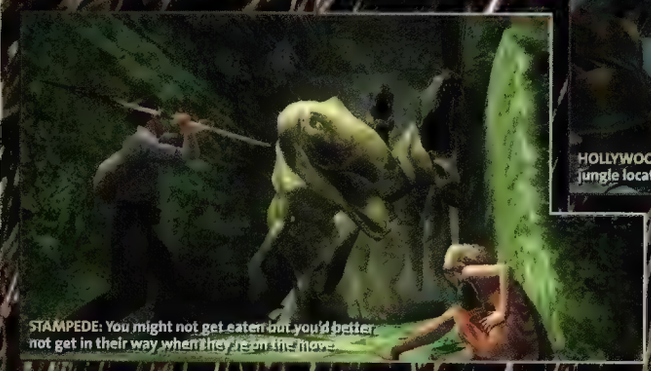
The real showstopper is when the triumphant party arrives back in

KING KONG

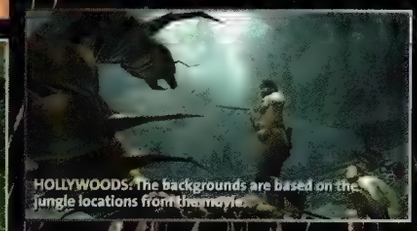
BIRDWATCHING: Didn't they have any nice looking animals in prehistoric days? These things are real beasties.

BURN!

Pathways are often blocked by impassable walls of thorns, capable of shredding even the most valiant explorer. To get past these, you'll have to locate some flame – look nearby and you're sure to spot a burning torch or a fire lit by the islanders. To bring the fire to the thorns, you need a stick, spear or dinosaur bone (can bones really hold a flame?) Fortunately, these are in plentiful supply and they don't seem to burn out when you've lit them. In general, King Kong's puzzles don't get much tougher than this, but then again, it's an action game, not a brain-teaser.

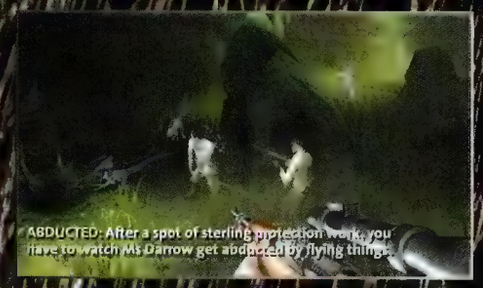


STAMPEDE: You might not get eaten but you'd better not get in their way when they're on the move.



HOLLYWOODS: The backgrounds are based on the jungle locations from the movie.

FLAME ON!

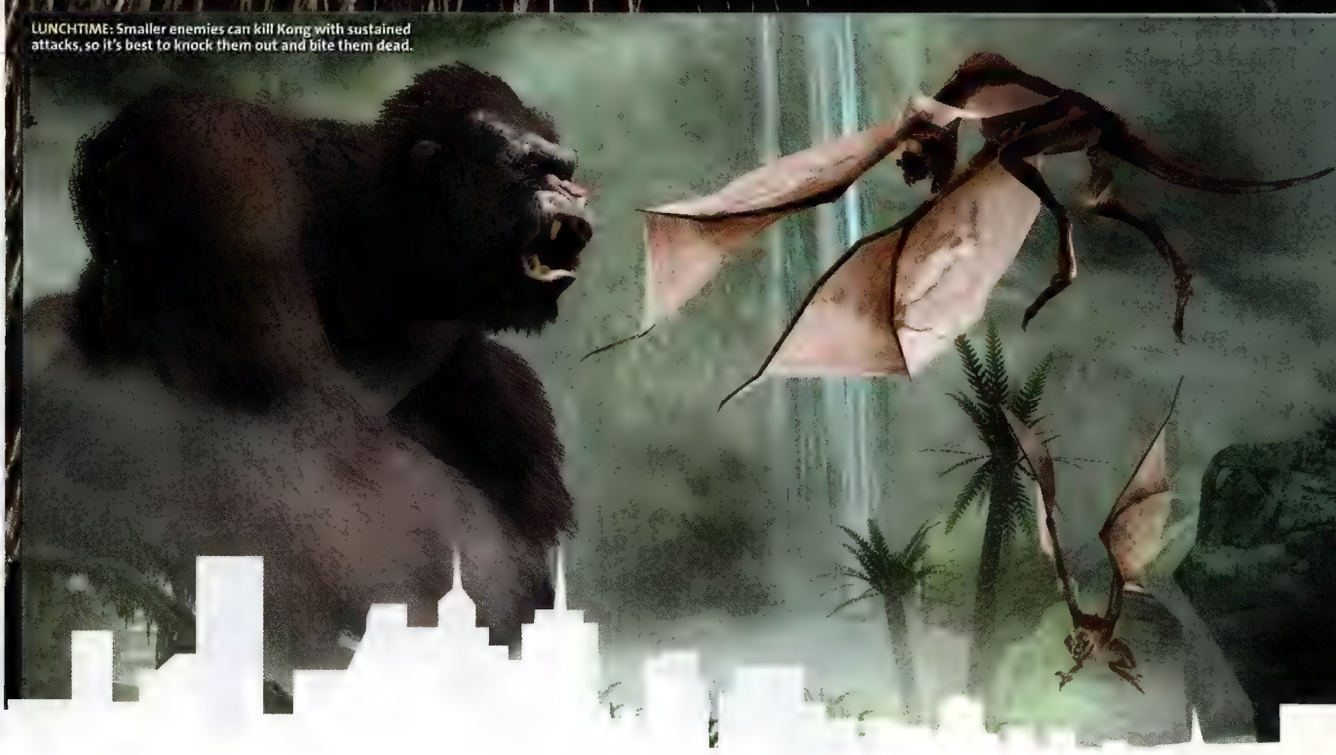


ABDUCTED: After a spot of sterling protection work, you have to watch Ms Darrow get abducted by flying things.

FLEE ME!

Because running away is always the best course of action when being chased by a T-Rex, there are several scenes where you find yourself stumbling wildly through the jungle while something earth-shakingly huge screams and rumbles behind you. Our favourite spot of dino-avoiding was in the old ruins section of the game, where we had to distract the T-Rex while our colleagues struggled manfully with a giant door. Once we were through, the T-Rex gave us a couple of seconds to catch our breath before smashing through a wall, and by this time it was hard to tell who was shrieking the louder – us or the dinosaur. We hid in a waist-deep pool beneath an overhanging rock, and wept quietly while wondering exactly what the inside of a T-Rex's mouth would look like (it's red, as we later discovered). But then the beast lost interest and thundered off into the jungle. One of the hazards of being tied so closely to the movie's storyline is a lack of any alternative pathways, although if the T-Rex really did hunt us down with true intelligence, we suspect the game wouldn't have lasted five minutes. Anyway, the helplessness you feel when playing as Jack makes the Kong scenes feel all the sweeter.

"THE KONG LEVELS LOOK AND FEEL LIKE A COMPLETELY DIFFERENT GAME"

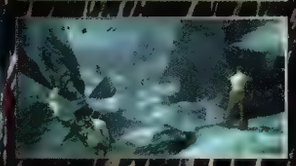


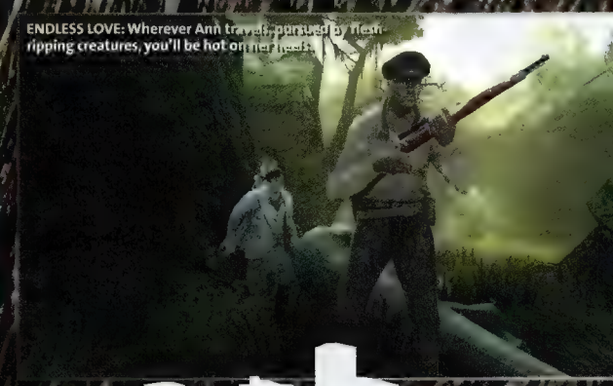
LUNCHTIME: Smaller enemies can kill Kong with sustained attacks, so it's best to knock them out and bite them dead.

KING KONG

OPEN WIDE: This is Kong's most excellent finishing move, in which he prises the old jawbone apart for neck-breakage.

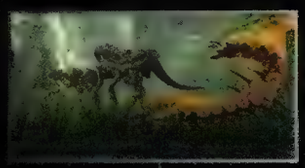
DOYOUTHINKHESAURUS: It's all about tense moody lighting and things (with teeth) suddenly breaking cover ahead.

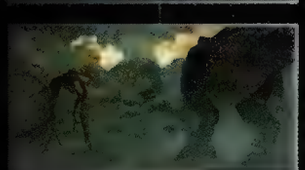




ENDLESS LOVE: Wherever Ann travels, pursued by flesh-ripping creatures, you'll be hot on her heels.

"CHUCK CARS, BUSES AND TANKS AROUND A RECREATION OF 1930S NEW YORK"





the States and, rather than spend the rest of his days posing for pictures with gawping tourists, Kong decides to run amok in a brilliant recreation of 1930s New York. Instead of chucking dead dinosaurs around a gloomy jungle, you get to throw cars, buses, tanks and pieces of city.

Although everybody knows how it ends – and just thinking about it is enough to have us reaching for the Kleenex – there may possibly be a twist or two along the way. This final portion of the game represents almost a fifth of the total playing time, so it's quite substantial, and gaming tradition suggests you can't have your favourite character ending up as bushmeat. Then again, when the game's producer hinted that players could actually win as Kong, we suspect he may have been holding something back just so we didn't start blubbing in public. ■

THE BLOCKBUSTER CONNECTION

The game supposedly fills in a few of the gaps in the movie, making use of scenes and backgrounds that Peter Jackson's people didn't have time to fit into the finished flick. It also takes a few liberties for the sake of gaming convention, such as providing a means to refill your ammo supplies in the middle of the world's remotest jungle.

In the film, there's nothing on Skull Island except a load of angry natives and angrier dinosaurs, but in the game you'll notice an aeroplane passing overhead from time to time, dropping supply crates. Peter Jackson himself approved this, so don't think Ubisoft has taken some really unbreakable liberties with the licence.

To keep the game as movie-like and atmospheric as possible, there are no status displays on the screen. You can add an ammo meter if you feel the need, but in the default settings, you must look down at your gun to receive verbal confirmation of your current bullet stock. At the moment, tapping the button sends your character into a Rainman-style fit of repetition, which we imagine will be fixed in the final version. Two clips in reserve... two clips in reserve...

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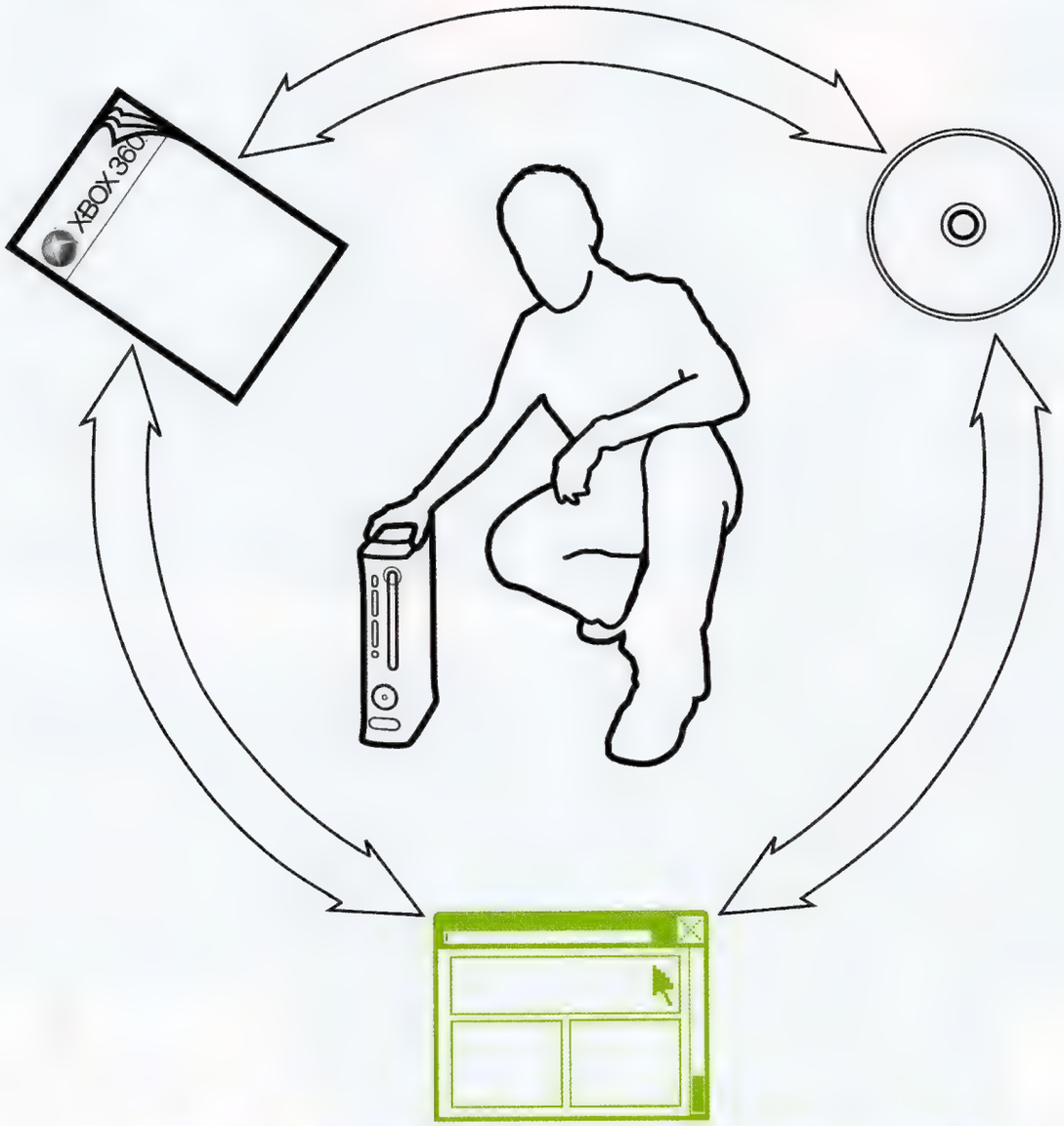

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THE TRUTH

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TOP FIVE

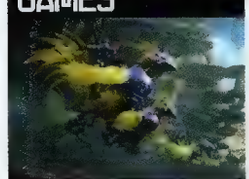
DRIVING

1. BURNOUT REVENGE
2. GRAN TURISMO 4
3. COLIN MCRAE RALLY 04
4. MIDNIGHT CLUB 3: DUB EDITION
5. TOCA RACE DRIVER 2

FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY
5. KILLZONE

ROLE-PLAYING GAMES



1. FINAL FANTASY X
2. DARK CHRONICLES
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	Silver
187: RIDE OR DIE	Ubisoft	66	72%	Bronze
2002 FIFA WORLD CUP	EA	22	71%	Bronze
7 BLADES	Konami	11	72%	Bronze
7 SINS	Digital Jesters	63	58%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	Silver
ACE COMBAT 5	Namco	57	79%	Bronze
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	Bronze
AGGRESSIVE INLINE	Acclaim	24	83%	Silver
AIRBLADE	Sony	16	77%	Bronze
ALIAS	Acclaim	47	79%	Bronze
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALIEN HOMINID	Zoo Digital	61	74%	Bronze
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTERED BEAST	Sega	61	42%	
ANIMANIACS: THE GREAT EDGAR HUNT	Ignition	64	62%	Silver
APE ESCAPE 2	SCEI	30	80%	Silver
AQUA AQUA	SCI	04	71%	Bronze
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
AREA 51	Midway	62	79%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ASTRO BOY	Sega	61	69%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	Bronze
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	Silver
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	Eidos	42	45%	
BACKYARD WRESTLING 2	Eidos	56	46%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	Bronze
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	04	82%	Silver
BARBARIAN	VU Games	44	66%	
THE BARD'S TALE	Ubisoft	60	74%	Bronze
BASS STRIKE	THQ	18	64%	
BATMAN BEGINS	EA	65	41%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	Bronze
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEAT DOWN: FISTS OF VENGEANCE	Capcom	67	54%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	Silver
BIG MUTHA TRUCKERS 2: TRUCK ME HARDER	Empire	65	52%	Bronze
BRIAN LARA INTERNATIONAL CRICKET	Codemasters	64	60	
BLACK HAWK DOWN	Rebellion	64	59%	
BLOOD OMEN 2	Eidos	22	79%	Bronze
BLOODRAYNE	Vivendi	36	67%	
BLOODRAYNE 2	Majesco	63	39%	
BLOODY ROAR 3	Virgin	11	79%	Bronze
BLOOD WILL TELL	Sega	57	60%	
BLOWOUT	Majesco	58	49%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN HARDBALL	Ubisoft	65	60%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	Bronze
BRITNEY'S DANCE BEAT	THQ	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	Ubisoft	60	82%	Silver
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	Bronze
BURNOUT	Acclaim	15	88%	Silver
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
BURNOUT REVENGE	**EA**	**67**	**93%**	
As astonishing as ever, and as pure a videogame as you'll ever see.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CALL OF DUTY: FINEST HOUR	Activision	56	87%	Silver
CAPCOM FIGHTING JAM	Capcom	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	Silver
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CHAMPIONSHIP MANAGER 5	Eidos	63	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	Silver
CHAMPIONS: RETURN TO ARMS	Ubisoft	60	69%	
CHAOS LEGION	Capcom	39	86%	Silver
CHARLIE AND THE CHOCOLATE FACTORY	Take-Two	66	31%	
CHOROQ	Atlus	64	25%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLD FEAR	Ubisoft	60	83%	Silver
COLD WINTER	Vivendi	62	80%	Silver
COLIN MCRAE RALLY 2005	Codemasters	54	88%	Silver
COLOSSEUM: ROAD TO FREEDOM	Koei	65	51%	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	Bronze
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	Bronze
CONFLICT: DESERT STORM	SCI	27	78%	Bronze
CONFLICT DESERT STORM 2	SCI	39	88%	Silver
CONFLICT: VIETNAM	SCI	54	76%	Bronze
CONFLICT: GLOBAL STORM	Eidos	67	78%	Bronze
CONFLICT ZONE	Ubisoft	22	79%	Bronze
CONSPIRACY: WEAPONS OF MASS DESTRUCTION	Oxygen	65	23%	
CONSTANTINE	SCI	60	60%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH 'N BURN	Eidos	57	46%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	Silver
CRICKET 2005	EA	64	79%	
CRIMSON SEA 2	Koei	53	70%	Bronze
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	Bronze
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE FUSION	Konami	58	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	Silver
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than Final Fantasy X, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	Silver
DARK SUMMIT	THQ	21	56%	
DARKWATCH	Ubisoft	67	75%	Bronze
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	Bronze
DEAD OR ALIVE 2	SCEE	05	83%	Silver
DEAD TO RIGHTS	EA	38	70%	Bronze
DEAD TO RIGHTS 2	Namco/EA	65	41%	
DEATH BY DEGREES	Sony	60	42%	
DEFENDER	Midway	31	76%	Bronze
DEF JAM: FIGHT FOR NY	EA	54	86%	Silver
DEF JAM VENDETTA	EA	36	75%	Bronze
DESTROY ALL HUMANS	THQ	64	83%	Silver
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	Silver
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	Bronze
DEVIL MAY CRY 3	Capcom	60	89%	Silver
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	Silver
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	Bronze
DJ: DECKS & FX	Sony	53	74%	Bronze
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	Silver
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	Bronze
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	Bronze
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	Silver
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	Bronze
DYNASTY WARRIORS 5	Koei	63	53%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
ENTHUSIA PROFESSIONAL RACING	Konami	62	77%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NFL 2K5	Take Two	59	83%	
ESPN NHL 2K5	Take Two	59	71%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVERYBODY'S GOLF	Sony	67	87%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
E' FIFA	ni	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: ANTIGRAV	Sony	63	66%	
EYE TOY: PLAY	SCEE	38	82%	
EYETOY: PLAY 2	Sony	56	75%	
F1 2005	Sony	64	83%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FAHRENHEIT	Atari	66	87%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FANTASTIC 4	Activision	65	65%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIFA 06	EA	67	71%	
FIFA STREET	EA	60	63%	
FIGHT CLUB	Vivendi	59	19%	
FIGHT NIGHT 2004	EA	48	88%	
FIGHT NIGHT ROUND 2	EA	61	89%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLAT OUT	Empire	56	77%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORD RACING 3	Empire	56	34%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utter y compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FULL SPECTRUM WARRIOR	THQ	61	85%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
FUTURE TACTICS	Jo Wood	57	64%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER 2	Zoo Digital	60	34%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GENJI	Sony	66	84%	
GET ON DA MIC	Eidos	56	49%	
GETAWAY, THE	SCEE	31	78%	
GETAWAY: BLACK MONDAY, THE	Sony	56	71%	
GHOST IN THE SHELL: STAND ALONE COMPLEX	Atari	62	47%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GHOST RECON 2	Ubisoft	57	63%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOD OF WAR	**Sony**	**62**	**92%**	
A lesson in intense gaming, *God Of War* grabs you by the balls and doesn't let go.				
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GOLDENEYE: ROGUE AGENT	EA	56	58%	
GRADIUS V	Konami	51	83%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2.				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom... (almost) nothing beats it. A great leap for games.				
GRAND THEFT AUTO: SAN ANDREAS	**Rockstar**	**56**	**99%**	
Simply the best game on PS2. Mind-boggling in scale and as involving as it gets.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into.				
GRAN TURISMO 4	**SCEE**	**59**	**92%**	
No radical departure, and no online mode, but still the most serious racing sim on PS2.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GUILTY GEAR X2	Big Ben	35	84%	
GUILTY GEAR ISUKA	Sammy	65	79%	
GUMBALL 3000	SCi	29	73%	
GUNBIRD: SPECIAL EDITION	Xplosiv	62	39%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE OD	Play It	64	71%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTING GROUND	Capcom	62	78%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HEROES OF THE PACIFIC	Codemasters	67	79%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INCREDIBLE HULK: ULTIMATE DESTRUCTION	Vivendi	66	88%	
INCREDIBLES, THE	THQ	57	72%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAK 3	Sony	56	88%	
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	THQ	62	68%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN II	KOEI	20	66%	
KESSEN III	KOEI	61	82%	
KILL.SWITCH	Sony	44	78%	
KILLER7	Capcom	64	83%	
KILLZONE	Sony	55	88%	
KING ARTHUR	Konami	57	37%	
KING OF FIGHTERS 2002	Ignition	64	58%	
KING OF FIGHTERS: MAXIMUM IMPACT	Ignition	61	79%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNIGHT RIDER 2	Koch Media	57	21%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LA RUSH	Midway	67	75%	
LEGEND OF KAY	Koch Media	59	69%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEGO STAR WARS	Eidos	62	78%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	Activision	58	55%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: RETURN OF THE KING	EA	43	84%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADAGASCAR	Activision	65	56%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED: FULLY LOADED	Xplosiv	62	70%	
MASTER RALLY	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: EUROPEAN ASSAULT	EA	64	52%	
MEGA MAN X8	Capcom	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
MERCENARIES	Lucas Arts	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	

TOP FIVE

PLATFORMERS

1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. PSYCHONAUTS
4. BEYOND GOOD AND EVIL
5. MAXIMO

EXTREME SPORTS

1. SSX3
2. TONY HAWK'S PRO SKATER 3
3. SSX TRICKY
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

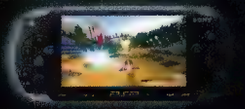
BEAT-'EM-UPS

1. SOUL CALIBUR 2
2. TEKKEN 5
3. FIGHT NIGHT ROUND 2
4. HYPER STREET FIGHTER 2
5. MORTAL KOMBAT: DECEPTION

ALL TIME BEST

1. GRAND THEFT AUTO: SAN ANDREAS
2. METAL GEAR SOLID 3
3. PRO EVOLUTION SOCCER 5
4. TIMESPLITTERS 2
5. SSX3

■ BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | ■ SILVER AWARD: A top-notch PS2 title that scored between 80-89% | ■ GOLD AWARD: A game scoring 90% or more. An absolute classic.



PSP REVIEWS

Every PSP game reviewed! It's a handheld explosion!

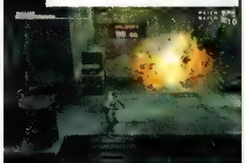
GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
APE ACADEMY	SCEE	66	85%	
BURNOUT LEGENDS	**EA**	**67**	**92%**	
Like being smashed in the face in the best way possible. A stunning demonstration of PSP's power.				
COLIN MCRAE RALLY 2005	Codemasters	66	84%	
CODED ARMS	Konami	67	52%	
DARKSTALKER CHRONICLES	Capcom	66	74%	
EVERYBODY'S GOLF	EA	66	81%	
F1 GRAND PRIX	SCEE	66	71%	
FIFA 2005	EA	66	68%	
FIRED UP	SCEE	66	54%	
LUMINES	Ubisoft	66	85%	
MEDIEVIL RESURRECTION	SCEE	66	67%	
METAL GEAR ACID	Konami	66	57%	
MERCURY	Ignition	67	85%	
MIDNIGHT CLUB 3	Rockstar	66	87%	
NBA STREET SHOWDOWN	Activision	66	80%	
NEED FOR SPEED UNDERGROUND RIVALS	EA	66	84%	
NFL STREET 2	EA	66	72%	

TOP FIVE

MILF'S FAVOURITE GAMES OF ALL TIME

1 BURNOUT REVENGE

Absolute, beautiful carnage – it's hard to believe your old PS2 can actually do this.



2 METAL GEAR 3

The pinnacle of PS2 stealth. Now I'm just waiting in anticipation for *MGS4*.

3 PRO EVOLUTION SOCCER 5

Harder to get to grips with than *PES4*, yet somehow even more rewarding

4 ICO

As fragile and moving a game as you'll ever experience. If you spot this, buy it.

5 GTA: SAN ANDREAS

The most immersive game world ever created. The most ambitious game on PS2

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
METAL GEAR SOLID 2	**Konami**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 3	**Konami**	**57**	**97%**	
We didn't think it could get better. We were wrong. An epic masterpiece.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	
METAL SLUG 3	Playmore	55	79%	
MIAMI VICE	Atomic Planet	58	13%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	
MIDNIGHT CLUB 3: DUB EDITION	**Rockstar**	**61**	**91%**	
The street racing genre at its peak, *Dub Edition* is basically sex on wheels.				
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	
MIDWAY ARCADE TREASURES 3	Midway	67	12%	
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	
MONKEY MANIA	Sony	60	69%	
MONSTER HUNTER	Capcom	62	70%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	
MORTAL KOMBAT: DECEPTION	Midway	54	85%	
MORTAL KOMBAT: SHAOLIN MONKS	Midway	67	82%	
MOTO GP3	SCEE	35	74%	
MOTO GP4	Sony	63	78%	
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MX VS. ATV: UNLEASHED	THQ	61	78%	
MYSTIC HEROES	Koei UK	34	67%	
NANO BREAKER	Konami	59	59%	
NARC	Midway	62	45%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2004	EA	42	84%	
NBA STREET VOLUME 2	EA	35	85%	
NBA STREET VOLUME 3	EA	60	87%	
NEED FOR SPEED 2	EA	55	87%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL STREET	EA	46	64%	
NFL STREET 2	EA	61	55%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
THE NIGHTMARE BEFORE XMAS: OOGIE'S REVENGE	Capcom	67	61%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
OUTLAW GOLF 2	Take 2	57	78%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PILOT DOWN: BEHIND ENEMY LINES	Oxygen	65	53%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
PLAYBOY: THE MANSION	Ubisoft	60	51%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
POOL SHARK 2	Zoo Digital	57	56%	
PORTAL RUNNER	3DO	16	55%	
PREDATOR: CONCRETE JUNGLE	Vivendi	63	58%	
PREMIER MANAGER	Zoo Digital	31	80%	
PREMIER MANAGER 2004/2005	Zoo Digital	57	63%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	
PROJECT: SNOWBLIND	Eidos	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	
PSYCHONAUTS	**Majesco**	**65**	**90%**	
Explore the mental landscapes of certified nutters in one of PS2's finest platformers.				
PTO IV	Koei	48	41%	
PUNISHER, THE	THQ	60	82%	
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	
RAINBOW SIX 4: LOCKDOWN	Ubisoft	67	68%	
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RAPALA PRO FISHING	Activision	65	40%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	
RATCHET & CLANK 3	**Sony**	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must for all platforming fans.				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
RED NINJA: END OF HONOUR	Vivendi Universal	61	73%	
REIGN OF FIRE	Bam!	30	71%	
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	Capcom	67	68%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROCKY LEGENDS	Ubisoft	55	66%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUGBY 2005	EA	63	61%	
RUMBLE RACING	EA	10	76%	
RUMBLE ROSES	Konami	59	69%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAMURAI WARRIORS: XTREME LEGENDS	Koei	59	66%	
SAMURAI WESTERN	Atlus	65	79%	
SAVAGE SKIES	Big Ben	34	67%	
S.C.A.R. – SQUADRA CORSE ALFA ROMEO	LAGO	63	50%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS: COVENANT	Midway	60	84%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHADOW OF ROME	Capcom	58	85%	
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIN MEGAMI TENSAI: LUCIFER'S CALL	Ubisoft	64	85%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				

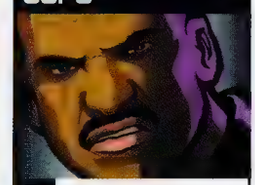
BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
RIDGE RACER	SCEE	66	88%	
SPIDER-MAN 2	Activision	66	50%	
SMART BOMB	Eidos	66	36%	
TIGER WOODS PGA TOUR 2005	EA	66	76%	
UNTOLD LEGENDS: BROTHERHOOD OF THE BLADE	Sony Online	66	66%	
TOCA RACE DRIVER 2	Codemasters	66	79%	
TONY HAWK'S UNDERGROUND 2 REMIX	Activision	66	81%	
VIRTUA TENNIS WORLD TOUR	Sega	66	91%	
A 'must have' title on PSP. Shows how to combine a sports sim with easy arcade style				

WIPEOUT PURE	SCEE	66	84%	
WORLD RALLY CHAMPIONSHIP	SCEE	66	80%	
WORLD SNOOKER CHALLENGE 2005	Sega	67	70%	
WORLD TOUR SOCCER	SCEE	66	80%	

TOP FIVE

COPS



1. TENPENNY (SAN ANDREAS)
2. JACK SLATE (DEAD TO RIGHTS)
3. NICK KANG (TRUE CRIME)
4. JACK FROZENSKI (NARC)
5. TANNER (DRIV3R)

GOLF GAMES

1. EVERYBODY'S GOLF
2. TIGER WOODS PGA TOUR 2006
3. OUTLAW GOLF 2
4. MONKEY GOLF (MONKEY BALL)
5. GAMETRAK: REAL WORLD GOLF

POST-PUB GAMES

1. PRO EVOLUTION SOCCER 5
2. MASHED
3. SINGSTAR PARTY
4. BUZZ! THE MUSIC QUIZ
5. DANCING STAGE MEGAMIX

DOGS

1. SCOOBY DOO (MYSTERY MAYHEM)
2. MUTTLEY (WACKY RACES)
3. GROMIT (PROJECT ZOO)
4. DOGGY (EVERYBODY'S GOLF)
5. SHADOW (DEAD TO RIGHTS 2)

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SINGSTAR POPWORLD	Sony	62	70%	
SKY ODYSSEY	SCEE	08	79%	
SLAM TENNIS	Atari	25	77%	
SLY RACCOON	SCEE	31	80%	
SLY 2: BAND OF THIEVES	SONY	55	81%	
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SNIPER ELITE	Ubisoft	67	80%	
SNK VS CAPCOM: SVC CHAOS	SNK	59	78%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SONIC MEGA COLLECTION PLUS	Sega	58	69%	
SOUL REAVER 2	Eidos	17	78%	
SPARTAN: TOTAL WARRIOR	Sega	67	88%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPINDRIVE PING PONG	Xplosiv	62	32%	
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: CHAOS THEORY	Ubisoft	61	88%	
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	THQ	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	THQ	58	29%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER 2	Midway	46	67%	
SPYTOY	Sony	67	65%	
SPY VS. SPY	Take Two	61	32%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: EPISODE III REVENGE OF THE SITH	Activision	63	48%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STOLEN	Hip Interactive	62	38%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STREET RACING SYNDICATE	Codemasters	62	62%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUFFERING 2: TIES THAT BIND	Midway	67	73%	
SUIKODEN 3	Konami	39	66%	
SUIKODEN IV	Konami	63	65%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER MONKEY BALL DELUXE	Sega	66	84%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK 2: THE STAFF OF DREAMS	THQ	64	72%	
TAZ: WANTED	Atari	28	70%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	Konami	58	23%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN 5	**Sony Namco**	**61**	**91%**	
And even better again – the ultimate *Tekken*.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: FATAL SHADOWS	Activision	63	68%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
THIS IS FOOTBALL 2004	Sony	47	75%	
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2005	EA	54	82%	
TIGER WOODS PGA TOUR 2006	EA	67	78%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**EIDOS**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TIMESPLITTERS 3: FUTURE PERFECT	**EA**	**59**	**90%**	
Given the EA spit and polish, but now rather more soulless than before. Still superb, though.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	
TOTAL OVERDOSE	**Eidos**	**67**	**90%**	
GTA in Mexico, basically, but with stacks of class, personality and sombrero-stealing. Terrific.				
TRANSFORMERS	Atari	49	84%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TT SUPERBIKES	Konami	63	41%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
U MOVE SUPER SPORTS	Konami	57	63%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2004-2005	EA	59	62%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	
UNDER THE SKIN	Capcom	58	70%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIEWTIFUL JOE 2	Capcom	58	85%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WHIPLASH	Eidos	46	72%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 9	**Konami**	**66**	**91%**	
As close to real football as you'll ever see on your PS2. Sheer brilliance.				
WIPEOUT FUSION	Sony	19	73%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS4: MAYHEM	Codemasters	64	47%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WORLD SNOOKER CHAMPIONSHIP 2005	Sega	61	68%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE SMACKDOWN! VS. RAW	THQ	56	85%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YETISPORTS ARCTIC ADVENTURES	JoWood	65	44%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

Top 10 U.K Games

Chaos

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Asphalt Urban GT

Urban

You are taken out on 8 tracks inspired by genuine places. Each track is part of a specific graphic universe and includes different tunnels and elevations that enable you to perform impressive jumps,among other things ...

Prince of Persia Warrior Within

Prince

You enter a totally original universe, with 10 levels, on board a pirate ship and within ancient palaces that are swarming with evil forces. You'll have to confront pitiless enemies who each have different combat skills (life points, parade, aggressiveness)

New York Nights

New York

With its colorful graphics and its innovative and interactive gameplay, New York Nights creates a new standard for the simulation games style and its entertaining scenario, full of surprising twists and turns offer a great replayability.

Midnight Pool

Pool

Whether you're a beginner or an experienced pool player, the intuitive gameplay and realistic graphics will make for rapid and total immersion, allowing you to enjoy the game right from the break! Don't miss out.

Rainbow Six Lockdown

Lockdown

Tactics and action are at the heart of the explosive mixture embodied by Rainbow Six®. You'll have to make the right decisions at the right moment if you want to stay alive and save the hostage victims of a cowardly kidnap plot.

Vijay Singh Pro Golf 2005

Golf

You'll be playing on a dream golf course: the Harbour Town Golf Links at Seapines Resort in the United States. From total immersion in the universe of professional golf to a "Quick Play" game, a variety of modes are available to you.

Medieval Combat Age of Glory

Combat

Age of Glory plunges you into the heart of fantastical medieval mythology. Demons or humans, it is up to you to choose which of the five initial combatants you will side with. The BEST Boat 'em Up on any mobile. Buy it now!

Sexy Poker 2004

Poker

Play sexy strip poker whenever you want... Animated using brilliant artificial intelligence, your sensual partners take great pleasure in adding a little fantasy to your mobile. But watch out, these girls aren't easy.

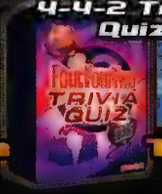
War of the Worlds

World

Vans Skate & Slam

Skate

4-4-2 Trivia Quiz



Trivia

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Soccer

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QUICK TIP: RUGBY 2005 PUSH → DURING SCRUMS TO WIN THE BALL MORE EASILY.

Pro-Tips

TRAINING YOU IN THE DARK ARTS OF PS2

109 METAL GEAR ACID PSP
Because playing a turn-based Metal Gear 'snap' is painful enough already. Ease your worries with our ill-gotten super-power cards.

120 PRO EVO SOCCER 5
The Robinho of football games is back and harder than ever before. But with our help, you'll be doing more nutmegs than a spice rack.

122 PRO DOJO
Old Dojo – gone. But we recap the giddy highs and lows of the old dear's lifespan in our reader awards! And, this month, we introduce the all-new Dojo challenge! Wow, eh?

If tips were cash, we'd be the richest people on Earth. But they're not. And we're not. Arse.

TIP OF THE MONTH

GOT BOTH NEW BURNOUTS BUT CRASHING MORE OFTEN THAN A KNACKERED PC? BREAK 'EM BOTH APART WITH THE FOLLOWING TIPS.

BURNOUT REVENGE

BLACK ELITE RACER
Reach the Elite rank to unlock the Black Elite Racer.

CRITERION GT RACER
Successfully complete the White Mountain Challenge Sheet to unlock the Criterion GT Racer.

CUSTOM CLASSIC
Successfully complete the Sunshine Keys Challenge Sheet to unlock the Custom Classic.

DOMINATOR ASSASSIN
Have a saved game file from *Burnout 3: Takedown* on your memory card to unlock the Dominator Assassin.

EA GT
Successfully complete the Central Route Challenge Sheet to unlock the EA GT.

ETNIES RACER
Successfully complete the Motor City Challenge Sheet to unlock the Etnies Racer.

EURO CLASSIC LM
Successfully complete the Eternal City Challenge Sheet to unlock the Euro Classic LM.

HOT ROD
Successfully complete the Lone Peak Challenge Sheet to unlock the Hot Rod.

LOGITECH WORLD RACER
Successfully complete the Rank 10 Ultimate Revenge GP to unlock the Logitech World Racer.

MADDEN VAN
Have a saved game file from *Madden NFL 06* on your memory card to unlock the Madden van.

NIXON SPECIAL
Successfully complete the Eastern Bay Challenge Sheet to unlock the Nixon Special.

REVENGE RACER
Get a 100% game completion to unlock the Revenge Racer.

BURNOUT LEGENDS PSP

COMPACT SERIES BONUSES
Successfully complete the indicated task to unlock the corresponding car:
Assassin Compact: Get 15 Takedowns.
Compact Collector: Win the Gold medal at the Silver Lake Eliminator (type varies in each game).
Compact Cop: Win the bronze medal or higher at the Silver Lake or Airport T1 and T2 Pursuits.
Dominator Compact: Get 10,000 Burnout Points.
Gangster Legend: Win the gold medal at the Palma Bay Legend Face-Off.
Legend Compact: Win the gold medal at the Interstate Loop Legend Face-Off.
Tuned Compact: Win five gold medals.

COUPE SERIES BONUSES
Successfully complete the indicated task to unlock the corresponding car:
Assassin Coupe: Get 60 Takedowns.

MUSCLE SERIES BONUSES
Successfully complete the indicated task to unlock the corresponding car:
Assassin Muscle: Get 30 Takedowns.
Classic Legend: Win the gold medal at the Big Sure Shore Legend Face-Off.
Dominator Muscle: Get 25,000 Burnout points.
Legend J-Muscle: Win the gold medal at the Airport 1 and 2 Legend Face-Off.
Muscle Cop: Win the bronze medal at the Harbor Town or Sunrise Valley Pursuit.
Muscle Collector: Win the gold medal at the Harbor Town Eliminator (type varies in each game).
Tuned Muscle: Win twenty gold medals.

SPORTS CAR SERIES BONUSES
Successfully complete the indicated task to unlock the corresponding car:
Assassin Sports Car: Get 100 Takedowns.

SUPER CAR SERIES BONUSES
Successfully complete the indicated task to unlock the corresponding car:
Assassin Super Car: Get 150 Takedowns.

TOP

VIRTUA TENNIS WORLD TOUR PSP

ALL STADIUMS
At the main menu, hold L1 and press ↑, ↓, ←, →, ⊡(3) to unlock all stadiums. If you entered the code correctly, you will hear a sound. Repeat this code to disable its effect.

PLAY AS KING AND QUEEN
At the main menu, hold L1 and press ↑, ↓, ↑, ↓, ⊡, △, ⊡ to unlock King and Queen. If you entered the code correctly, you will hear a sound. Repeat this to disable its effect.

ALL RACQUETS AND CLOTHES
At the main menu, hold L1 and press →, ←, →(2), ↑(3) to unlock all racquets and clothes at the Home screen. If you entered the code correctly, you will hear a sound. Repeat this code to disable its effect.

START WORLD TOUR MODE WITH $1,000,000
At the main menu, hold L1 and press ↑, ↓, ←, ↓, △(3). If you entered the code correctly, you will hear a sound. Repeat this code to disable its effect.

EARN $2,000 A WEEK IN WORLD TOUR MODE
At the main menu, hold L1 and press ↑, ↓, →, ↓, △, ⊡, △. If you entered the code correctly, you will hear a sound. Repeat this to disable its effect.

SEPIA TONE GRAPHICS
At the main menu, hold L and press ↑, ↓, ←, →, ←(3). If you entered the code correctly, you will hear a sound. Repeat this code to disable its effect.

PLAY AGAINST MASTER
Do not lose any rounds in Arcade mode on the normal difficulty setting and the Master will be your final opponent. Note: In doubles, your final opponents will be the Master and King.

RAINBOW SIX: LOCKDOWN

MISSION TIPS
Always shoot hinges or locks instead of blowing them because it is quieter. Always crouch behind objects and make sure that your squad is with you shooting or you will easily die. Shoot through car windows, as they are a very useful shield.

FIX MED PACKS AS MEDIC
When you select your PEC class, choose to be a medic. Whenever you run out of med packs or they are damaged, they will not be fixable or buyable. To get around this, transfer your character to another class, then back to medic. All of the skill points that you have earned will remain, you will just have to put them back in.

CHEAT MODE
Spend the indicated amount of Intel points at the Special Features menu to acquire the corresponding cheat. To activate them, pause the game, then select the "Enter Cheat Code" selection at the options menu. If you entered the code correctly, the name of the code will appear. Repeat the code in order to disable its effect.

FAST MOVEMENT: Press ←(3), →(3).
GHOST MODE: Press ↑(2), ←, →, ↓(2).
INCREASED FORCE (650 INTEL POINTS): Press →(3), ↓(3).
INFINITE AMMO (550 INTEL POINTS): Press ↑, ↓, ↑, ↓, ←, →.
INFINITE ITEMS (550 INTEL POINTS): Press ←, →, ←, →, ↑, ↓.
INVISIBLE (900 INTEL POINTS): Press ↓(3), ↑(3).

METAL GEAR ACID PSP

JEHUTY CARD
Enter **JEHUTY** as a password to get a card featuring Jehuty from *Zone Of The Enders*. This card will then destroy all equipment and equipment level-ups in the current room.

KAREN CARD
Enter **KAREN** as a password to get a card featuring Karen from *Policenauts*.

MIKA CARD
Enter **MIKA** as a password to get a card featuring Mika from *Snatcher*.

VIPER CARD
Enter **VIPER** as a password to get a card featuring Black Arts Viper from *MGS* on Game Boy Colour.

XM8 CARD
Enter **XMEIGHT** as a password to get a weapon card with 50 attack, 60% hit, 5.56mm bullets, six shots, 70% reaction, move six spaces, knockback and burn.

BIKINI MODELS (IMPORT COPIES ONLY)
Enter **UMEDA** as a password to get a card featuring Japanese model Asaki Yoshida (American version of the game). For the Japanese version of the game, enter **NOMEL** as a password. Note: This will cause Snake to get a nosebleed, but has no effect on Teliko.
Enter **KOBE** as a password to get a card featuring Japanese model Kosaka Yuka (American version of the game). For the Japanese version of the game, enter **SABRAGE** as a password. Note: This will cause Snake to get a nosebleed, but has no effect on Teliko.
Enter **ROPPONGI** as a password to get a card featuring Japanese model Shibuya Eri (American version of the game). For the Japanese version of the game, enter **MAEB** as a password. Note: This will cause Snake to get a nosebleed, but has no effect on Teliko.
Enter **YEBISU** as a password to get a card featuring Japanese model Saitou Yuu (American version of the game). For the Japanese version of the game, enter **ELYTS** as a password. Note: This will cause Snake to get a nosebleed, but has no effect on Teliko.

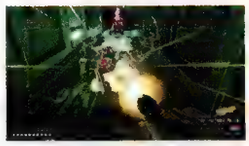
PLAY AS TELIKO
Successfully complete the Residential Zone mission to unlock Teliko.

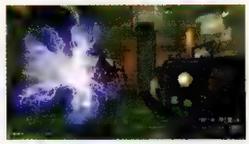
SOLID SNAKE (MG) CARD
Successfully complete the game to unlock the Solid Snake (MG) card.

RAIDEN CARD
Successfully complete the game two times to unlock the Raiden card.

LINK BATTLE OPTION
Successfully complete Stage six to unlock the 'Link Battle' selection at the Options menu under the Intermission screen.

METAL GEAR SOLID 3 CONNECTIVITY
Got *Metal Gear 3* on PS2? Connect your PSP to it with your link cable, select PSP via the USB Connection option, and you'll receive the Stealth Camo and the EZ Gun, which you can keep even after disconnecting your PSP.





ONE SHOT KILLS (600 INTEL POINTS): Press ↑(3), ←(3).

CODED ARMS PSP

INFINITE BONUS LEVEL
Successfully complete story mode to unlock the Infinite Bonus level.

INFERNO WEAPON
Defeat Colossus (Sector Two Base) to get the Inferno weapon.

JUDGMENT WEAPON
Defeat Enforcer (Sector Two City) for Judgement weapon.

NEUTRON GUN WEAPON
Defeat the Infinity level 30 Boss to get the Neutron Gun.

ONSLAUGHT WEAPON
Defeat the Infinity level 10 Boss to get the Onslaught weapon.

TRIDENT WEAPON
Defeat the Infinity level 60 Boss to get the Trident weapon.

VULCAN WEAPON
Defeat the Infinity level 20 Boss to get this.

BLAST HELM ARMOR
Defeat the Infinity level 50 Boss to get the Blast Helm armour.

ACTION REPLAY CODES

THE NEW CODES FOR ACTION REPLAY MAX

You must enter the M code first for these codes to work.

187: RIDE OR DIE

(M)
P503-5XXF-XEV28
T40U-CRQB-ECGoA
FCAY-RKDM-4XoME
34G2-ZGX7-62J4M
246P-PPCA-ER6Qo

INFINITE LIFE
TWZ4-VQTY-AXMYE
VV1P-8JWQ-AUoW9
Z81V-WY3U-6HVCZ
V4TE-C88Y-U2BV5

INFINITE BOOST
6C8R-691E-56DRC
G1RW-FAQD-916DV

INFINITE AMMO
ZG2V-QJHE-9V22Y
UBVT-CCAC-B4VCZ

BYPASS AMMO CHECK
TTiK-01DD-T6E2X
BK8E-G7TI-HTUVW

ALL RACES AVAILABLE
Wo9T-VJX8-UMTGC
Y7TD-B5J4-ZB2HJ
RGVC-FARW-MKJ2Q
H4HG-HDCA-7NTtE

ALL CARS AVAILABLE
9U8Z-EWVY-UGoKF
YZYP-DFXU-M3Bo7
VUMK-oVCU-BPVXU

NO OPPONENT
CAMG-6YZH-Q5N92
JAWG-CTN5-UDK7R

STUPID AI
828W-MCQ6-JAB7F
BDAE-BMCo-RJTNA

LAP MODIFIER CODES:
VDY3-6QBD-QJ4AJ

1 LAP RACES
8WW3-2A94-FGNCT
AXCN-AWYA-192M3
H9PX-4oJJ-2VoR7

2 LAPS RACES
86NN-6JFN-UoZGP
843E-Q4MP-JCo5Z
Z9N3-EQYB-JGQYB

9 LAPS RACES
4YD4-8EYR-3ZBUY
RHB9-7J5Y-D424A
TNMJ-H4AR-GBN44

SUPER MONKEY BALL DELUXE

(M)
QQRR-HTQY-8KMGQ
ZY5K-CWK5-AQ7ZA

MAIN GAME CODES
AZMY-B6TY-BE9Y1

MAX SCORE
9PBK-JA3G-AEXVK
6PCG-JDE5-RoPo8

BANANAS CODES
G7M4-ZAR6-GQG4Z
8UQH-1851-EZQPC

99 BANANAS
QAAH-2NiU-HK7NB
91W6-HAFG-2GDZN

999 BANANAS
XNYU-6ECR-VAW3V
9K3E-4WiP-KT2HD

L1 + L2 FOR MORE TIME
FY5E-U5B7-8DGNF
KE5F-7WT3-1HX6A
39ZM-GYRK-QBKFE

UNLOCK ALL MOVIES
8FAG-VYF5-ZB7R1
1WGX-YFYQ-X568A

PRACTICE MODE CODES
HY88-CE9M-J391X
JB9E-91Ko-74840

UNLOCK STORY LEVELS
7PGK-D2E6-CMYDV
Q8HJ-TFA3-EQ2BW
B4DK-A9YG-6EPFZ

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

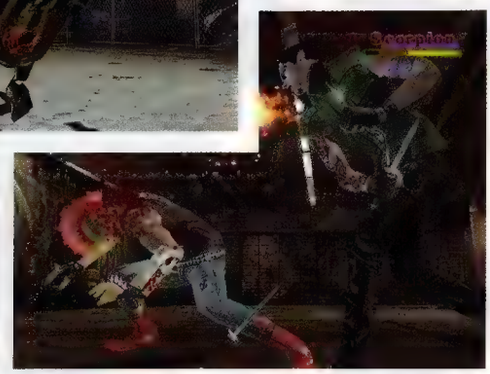
ACTION REPLAY CODES

OUTLAW VOLLEYBALL

(M)
BU0N-UT10-KA47P
ZZ68-XDAV-00RA9
TURBO CHARACTERS
QWRT-X117-YJJ13
YZCD-RJC5-QVBY1
AF00-9637-6PHWK
OPEN ALL TOURS
1DM1-QPZQ-B7T1P
TP84-BN1B-9UMZ6
74N8-72Q1-F1GHZ
JF6G-Z271-U2CW4
5P58-F9EH-ZR060
SPEED CODES
BUJ7-Y8R9-K7KEX
SLOW MOTION
3Z8C-YB81-61KMB
J4N1-X6V6-4AA6R
CCYQ-EPTN-NWVYR
QUICKER GAME
58T9-MA05-AMTHU
PXKB-85D0-PC862
CCYQ-EPTN-NWVYR
HYPER MODE
U5TA-GQCD-62CHU
ABZ0-K1RD-YAFFN

RESIDENT EVIL OUTBREAK: FILE 2

(M)
Q07Z-CDJ6-K0K4M
0M3N-5ZJC-47MVR
K4VG-ET9C-3KCBD
E1QY-MDQY-EMRVX
AKQJ-F27W-Y7XGH
7Y0T-TVZ8-W7YKF
1R8A-YD2T-XAUPT
Q40H-E7BY-K2RZK
Q816-PZ3A-XHX1T
182P-BM45-W5M7Q
MC3A-7K2J-2U5U
9MX9-CTR6-B78VF
K8AJ-2T09-JZGQQ
E52C-FGTG-A9JAD
ZQ0A-RVZY-A33Q3
03AH-5PBC-9K2T7
JN5T-6VXX-JJC4W
KMYW-74XW-C3HQZ
9QEP-JADK-2H7K1
ZZ68-XDAV-00RA9
NEVER INFECTED
4CED-WA8Q-C2WPX
QTBB-0TC7-7CN6D
205N-CH1P-W69YP
INFINITE BULLETS
G9CW-541A-ZEPC1
QTBB-0TC7-7CN6D
JPGM-CYN3-MBGT5
INFINITE HEALTH
H9TF-BZ1R-UQU2Z
QTBB-0TC7-7CN6D
GDN1-HCAH-KXCAP
MAX COLLECTION POINTS
QATM-VB1K-NH2R5
JGEG-7X4M-TJ11A
COLLECTION CODES
EVZD-ARKU-QJHEV
GALLERY PURCHASED
ATW0-DRXM-4YNP0
2PWJ-MFF4-4MCDA
ALL COSTUMES PURCHASED
EH0N-ZJQQ-RWK6W
G29Q-UX05-72CM1
ALL MOVIES PURCHASED
V0BT-75N0-K801M
RDG4-0HKD-K891Y
ALL SOUNDS PURCHASED
9TWU-8187-UJRNA
35RM-D4DM-BF715
ALL EXTRAS PURCHASED
D3WR-Y48K-9EWEQ
98H6-XRUY-KAEU8



BEAT DOWN: FISTS OF VENGEANCE

COMPLETION BONUSES
Successfully complete Story mode to keep your previous amount of money and your Blacklist entries. Successfully complete Story mode and defeat Chester to have him as an ally. Successfully complete Story mode with all five characters to unlock the Movie Viewer option. Successfully complete Story mode with one of the following ranks to unlock the indicated bonus(es) when a new game is started:
CZAR: Charisma Pheromone.
GOVERNOR: Fatima as an ally, Charisma Pheromone.
RULER: Eugene and Fatima as allies, Charisma Pheromone.
INVESTOR: Turkey.
SUPER-RICH: Quincy as ally, Turkey.
ULTRA-RICH: Tracy and Quincy as allies and Turkey
SAMURAI: Bulletproof vest.
BEAST: Ignacy as ally, bulletproof vest.
TYRANT: Gregorio and Ignacy as allies, bulletproof vest.
GOOD CITIZEN: The Hole sells weapons and items.
BOSS: Melvin as ally and The Hole sells weapons and items.
DON: Wallace and Melvin as allies and The Hole sells weapons and items.
GODFATHER: Zanetti, Wallace, Melvin as allies and The Hole sells weapons and items.

GINA
In Mission four, find out that the drug deal is at the wharf. Go there and go into the middle storehouse. You will have to fight some Zanetti gangsters. Once they have been defeated, go to the back of the storehouse and you will find some open cellar doors going down. Go down them and an intermission sequence with Gina waking up on a bed there will appear. Talk to her to have her as an ally.

JASON G
In Chapter four, go to the gas station. There will be three gang members. Defeat them, and Jason G will appear. Defeat him to have him as an ally.

LOLA
Defeat one of the five Fatimas Saints in Chapter two. Then, go to the police station and rescue Lola from the cell area to have her as an ally.

RAVEN
Go to Southside Park in Chapter four. If met by Raven, defeat him to have him as an ally.

ALTERNATE COSTUMES
Successfully complete 100% of the side missions to unlock the Brassiere and Bikini Two costumes. Successfully complete 100% of the Blacklist to unlock Brassiere Four and Sarong. Interrogate the following characters to unlock an alternate costume at the indicated location:

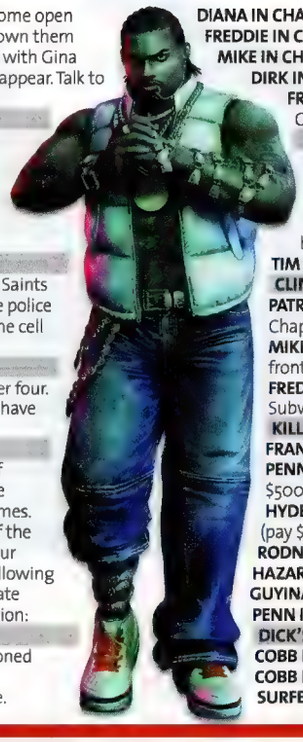
RAG SHACK COSTUME
CROWE IN CHAPTER 2: Abandoned Subway.
RALPH IN CHAPTER 2: The Hole.
DIANA IN CHAPTER 3: Railroad Yard.
FREDDIE IN CHAPTER 3: Hospital.
MIKE IN CHAPTER 3: Station Zone.
DIRK IN CHAPTER 5: Station Zone.
FREDDIE IN CHAPTER 5: Basketball Court.

HOSPITAL COSTUME
MATT IN CHAPTER 2: South Side Park.
FREDDIE IN CHAPTER 2: Railroad Yard or Chapter 3: Station Zone at basketball court.
TIM IN CHAPTER 3: Railroad Yard.

CLINIC COSTUME
PATRICK IN CHAPTER 2: Hospital Zone or Chapter 3: Shopping District.
MIKE IN CHAPTER 3: Station Zone in front of Las Sombras Cantina.
FREDDIE IN CHAPTER 3: Abandoned Subway.

KILLER GEAR COSTUME
FRANK IN CHAPTER 2: Downtown Street.
PENN IN CHAPTER 3: Harbor Gate (pay $500).
HYDE IN CHAPTER 3: Downtown Street (pay $500).
RODNEY IN CHAPTER 3: Shopping District.
HAZARD IN CHAPTER 4: Gas Station.
GUYINA SUIT IN CHAPTER 5: Harbor Gate.
PENN IN CHAPTER 5: Abandon Subway.

DICK'S BARBERSHOP COSTUME
COBB IN CHAPTER 3: Gas Station.
COBB IN CHAPTER 5: Southside Park.
SURFER IN CHAPTER 5; Southside Park



SURGE HELM ARMOR
Defeat the Infinity level 40 Boss to get the Surge Helm armor.

QUICK RELOAD
Start to reload then switch to a different weapon. Switch back and your weapon will be reloaded.

BOSSES WEAK SPOTS
The weak spots for the three Bosses in Sector Two are as follows:
COLOSSUS (BASE BOSS): Climb the stairs until at the very top and look right down at Colossus's head. When the head opens, shoot it with a shotgun for best results (1/5 to 1/4 damage).
ENFORCER (CITY BOSS): On the machine's back near the bottom is a circular lighted area. Your crosshairs will lock on to that area. Shoot it with a shotgun or rocket launcher for best results.
MANTIS (RUINS BOSS): Get close to the bug and shoot the underside. Shooting its shell will not do anything, as it deflects most of the shots. The best weapon is the Photon MG because it stops Mantis in its tracks.

MERCURY PSP

LEVEL SELECT
Select two player mode, then enter "hg?" as your initials. Return to the main menu and start a single player game. At the world selection screen, hold L1 + R1 and press SELECT to unlock all levels. To lock all levels, hold L1 + R1 and press SELECT again.

BONUS STAGES
Place first on all high score boards for all stages in a world to unlock bonus stages for that world.

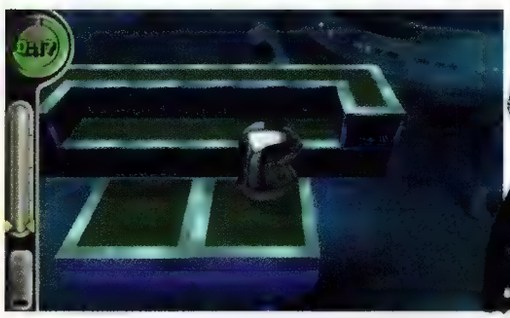
DARKWATCH

QUICK CLEAR
While fighting a group of enigmas and there is a Dark Mark (Evil Tree), quickly destroy the tree before fighting any enemies. When it is destroyed, it will shoot a shockwave, instantly destroying all the enemies in that area.

DEFEATING BANSHEES
Be careful while fighting banshees. If you cut off their arms and they still live, they will fire non-stop energy balls at you. Shoot them in the head once with a shotgun or twice with just about everything else. Sharpshooters should use a high powered rifle to zoom in close. Aim between the eyes, then fire and its head will roll off (at least on the ground).

DEFEATING LAZARUS
While fighting Lazarus for the final time, hide in the house when he is using his twister move -- it will shield you from damage. Also, when he shoots his fireballs and smoke clouds, shoot them; they will blow up and you will be unharmed.

FINAL BATTLE OPPONENT
Once you defeat Lazarus, if you then choose to break the spell of the West, in the final battle you will fight Tala in her vampire form. If you choose to become the new lord of vampires you will then fight your ghost-friend Cassidy (when she is an angel) and then kill Tala in the intermission sequence.



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15888

13188

22616

20224

12665

23043

12564

12032

15889

22760

15662

17609

22353

23216

17622

14995

23214

15676

14175

12013

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GET A REALTONE TO HAVE A REAL VOICE & BACKING TRACK AS YOUR RINGTONE!

REAL	POLY		
23354	22327	Oasis	The Importance of Being Idle
23355	23322	Rihanna	Pon De Replay
23358	23339	Freemasons Ft...	Love On My Mind
23361	23342	Mint Royale	Singin In The Rain
23357	23192	The White Stripes	My Doorbell
23356	20124	Simon Webbe	Lay Your Hands
23130	20207	Babyshambles	FU Forever
23131	22608	Iron Maiden	Trooper
22982	22968	Goldfrapp	Ooh La La
22983	20208	Akon	Bonanza Belly Dancer
22984	20036	Magic Numbers	Love Me Like You
22985	22969	Mattafix	Big City Life
22986	22970	Axwell	Feel The Vibe
22735	22728	Coldplay	Fix you
22736	22729	50 cent	Outta control
22737	22730	Bodyrockers	Round and round
22739	22732	Ian Brown	All ablaze
22741	22734	Good Charlotte	We believe
22710	22607	Gorillaz	Dare
22709	22606	Jamiroquai	Seven Days In Sunny...

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WALLPAPERS

GET A NEW LOOK FOR YOUR PHONE WITH A GREAT WALLPAPER!

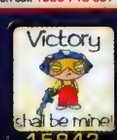
23716

23076

16638

23370

16276



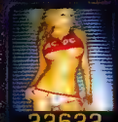
15843

20240

23036

23171

19857


22622

23561

23524

16033

11718

16311

23071

20044

16316

22980

17056

23633

16697

13302

20114

20083

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SOUND FX

GET A CRAZY SOUND AS YOUR RINGTONE!

CODE		CODE	
11234	Crazy Chicken	12495	Explosion
12247	Sizzling Fart	12538	Gun Shot
13120	Blow Raspberry	15983	Wolf Whistle
14082	SouthP Fart Song	15984	Old Phone
12532	Evil Laugh	11760	Hey Big Boy

TV TONES

GET A TV TONE OR THEME TUNE AS YOUR RINGTONE!

CODE		CODE	
22697	Homer 32 Dohs	20024	LOG Papa Lazarou
22702	Homer Woohoo	22362	Chelsea Chant
22633	Darth Vader	22366	Liverpool Chant
22638	Scooby Doo	20203	Willy Wonka
22705	Tarzan Scream	19036	Lou and Andy

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ANIMATIONS

WATCH SEXY BABES & FUNNY CARTOONS MOVE ON YOUR PHONE!

14809 22803 23204 16166 23828

13804

11418

23813

22955

17247

23636

22632

17771

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3D CHARACTERS

GET 3D CHARACTERS ON YOUR PHONE!

CODE	
14020	SPIDERMAN
23170	Bowser
23172	Pikachu
23171	Lara Croft
16031	GTA Ceejay
16036	Halo

text: PSM2+CODE to 88066
or call: 0906 517 7599
Irish users can call 1580 718 637 or text their order to 57767

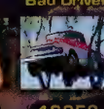
MOVIES

CHOOSE ONE OF THESE GREAT VIDEOS TO WATCH ON YOUR MOBILE!

16177

23174

22570



16252

23177

23175

14106

23773

23176

23179

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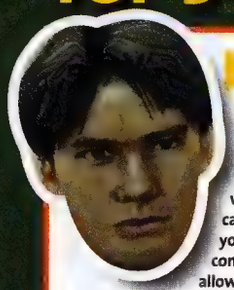
"MASTER THE MASTER LEAGUE"

PRO EVOLUTION SOCCER 5

Learn the new techniques to tame Konami's ultimate football simulator. Like the Premiership it's less about passion, heart and excitement, and more about technique, tactics and Korean full-backs...

TOP 5 TIPS TO KEEPING THE BALL WITH XABI ALONSO



"Hola! Keep the ball in *PES* is important. Defensively, as thanks to the harsh referees it's hard to win back; and offensively as the defences are so organised they can snuff out every chance."

1.LETTING THE BALL PASS

Instead of trapping the ball when receiving a pass, you can let the ball come across your player and allow it to continue rolling. What this allows you to do is use the speed of the ball to move into the surrounding space. Simply press R1 and the direction the ball is running to the business.

2.LAY OFF THE R1 BUTTON

Many *PES* gamers continually give up possession because they've always go their fingers on the R1 dash, which means players don't trap the ball, and continually knock it out of their feet. Every player can pass more accurately and trap the ball better when they're moving slower.

3.USE THE L2 TRAP

This trap stops the ball dead, which means your player is total control. From here, you skip past defenders sprinting in, pass accurately or knock it slightly out the player's feet and produce R1+L1 a long pass or shot. This lets you change the tempo of the passing and keep your opponent guessing about what you'll do next.

4.MISS PLAYERS OUT

By holding down ⊗ you'll pass to the furthest player in the chosen direction. By doing this you can move the ball quicker to players in space instead of messing around with fiddly short passes in a congested midfield. This can also be done with △ through-balls.

5.DON'T EXPECT TOO MUCH OF YOUR PLAYERS

Unless every player in your team has equivalent skills to Ronaldinho, give them a break. Don't expect them to be able to trap, then turn under pressure or hit a first time wonder ball. If you've got players that needs time to control and set themselves, give them the time to do so or, just keep it simple and let them play the way they're facing. Even if that means going backwards. Anything else may well end in sheer disaster.

FIVE KILLER DRIBBLING TECHNIQUES WITH RONALDINHO

"Grrr! Not only can I make small children cry with my face, but I can make grown man footballers cry with the speed of my feet. Here are some my favourite dribble-me-dos."

1.MAKE USE OF THE MOMENTUM

The players in *PES5* are a lot heavier than before and take longer to change direction because of their momentum. Use this to your advantage by changing the pace of your dribbling. Slow your player down by coming off the D-pad, allow the defender to charge in, then R1 dash away. You'll make your opponent look like an idiot.

2.THE SIDE SHUFFLE

Otherwise known as the L2 shuffle – which pushes the ball ninety degrees sideways as the defender moves in. Those used to *Pro Evolution Soccer* will know how devastatingly effective the L2 shuffle can be, but the same move can now be done just by pressing the D-pad in a ninety degree direction. It's not particularly flashy, but time it so the attacker moves just as the defender commits himself to the tackle and you'll be in the clear, leaving him lying on the turf behind you.

3.THE KICK AHEAD

Far more effective than it was in the last game, as you don't have to alter the player's direction too much to use it. While holding down the R1 dash, hit L2 while subtly changing the direction of the run. This is perfect while using pacey players when they've only got one defender to beat.

4.THE R3 DOUBLE TAP

Very effective if you can master the timing. Double tap the right analogue stick in the direction you want to move in, and the player will feint to strike the ball and fool the defender. Great against AI players, and easier to execute than the L2 shuffle. Give it a go, why don't you?

5.THE FLICK-FLAK

Also know as the 'Ronaldinho Shuffle-Me-Do'. Only a few players can perform this (Ronaldinho, Ibrahimovic) move, which involves shifting the ball one way, then flicking it back the other all in one quick shimmy. It requires a triple press the L2 and for the defender to be jockeying square on.

SHOOTING WITH FWANK LAMPARD

"Wight you lot. Listen to what Fwank says – shooting is much easier in *PES5* so don't faff when the goal is in sight. SHOOT!"

People say to me, "Fwank, aren't you still the fat-tongued chav that likes hows-your-father with Kieron Dyer?" And I say, "Nah, I've matured, I make good decisions nah". Do jast like I do on the pitch. When the goal is in sight I fink 'shoot Fwank', as it might clip some unlacky defender's heel and deflect in so Chelsea can record another spawny one nil win! Eaaaasy!

FIVE EASY SET-PIECES WITH DAVID BECKHAM

"Hello from sunny Beckingham! Despite being a classy central midfield playmaker that the whole team and world revolves around, I can still take a mean free-kick. And I bet could have your girlfriend. In fact, I already have."

1. THE SOFT/DIPPING SHOT

Build up the power bar to half way then hit ⊗ just as the player strikes the ball. This cause the ball to float over the wall and then start to dip. Very useful for trying to find the corners from free-kicks just outside the area.

2. THE HARD FREE-KICK

Build up the power with ⊡, then jab Ⓐ to hit a vicious straight shot. It won't dip or curl so make sure you aim for the corners. Use for long shots and players who don't possess subtler free-kick skills such as Riise or Carlos.

3. THE TWO-PLAYER FREE-KICK

The lay off and shot are far more effective in *PES5* thanks to some players possessing a Middle Shooting star. Hold down R2 to get the two-player free-kick. Hit L1 +⊗ to lay the ball off, then let fly. Extremely effective with players such as Gerrard or Lampard. NB: If you're facing such a free-kick, press ◎ to have the wall break and charge at the ball.

4. THE TRICK FREE-KICK

This where the player nearest the ball doesn't lay it off, but plays it himself. You do this by pressing L1+◎ or ⊡. Designed to catch out the defence, it's tricky to score directly from the kick but is useful to catch the defence out with a cross.

5. THE LATE CHANGE OF DIRECTION

The direction of free-kicks can be changed right at the last second by holding down L2 or R2 after the shot is charged up. This is useful when sending balls in the box, as you can fool your opponent into think you're putting the ball near the keeper and then pull it back for a shot or vice versa. When shooting, you can aim exceptionally wide but still put the resulting in a shot on target. This is especially effective with powerful strikers of a ball.

HOW TO PLAY LIKE CHELSEA WITH JOHN TERRY

"Strike a light guvnor, it's me, John Terry. Chelsea's formation is easily described as 4-3-3, but ends up being a 4-2-1-3 as they play with an AMF making up the bottom of an attacking diamond, with lone front men and the two wingers. Defensively, though, it ends up being a solid 4-5-1 as the wingers track back. To get the same effect, choose the B-3 permutation in the 4-5-1 option, then start tweaking in the Edit Position option."

CB
They keep a high back line. With Carvalho and Gallas they have defenders that chase back, so move them both forward once.

SB
Leave the SBs and the lone centre forwards as they are and you have your formation. Set the whole team to Zonal marking.

SB
Leave the SBs as they are and set the whole team to Zonal marking.

DMF
Should sit higher up the field, so move him forward twice so he sits just inside the centre circle

AMF
Move each AMF up three spaces and seven towards the nearest touchline, and change their role to RWF/LWF respectively.

CMF
Move forward six spaces and change role to AMF. Set his Individual attacking to forward to help the lone attacker.

AMF
Move each AMF up three spaces and seven towards the nearest touchline, and change their role to RWF/LWF respectively.

CMF
Move forward nine spaces to the attacking end of the centre circle.

CF
The lone centre forwards as they are and you have your formation.

WHY THIS WORKS

DEFENSIVELY

While lining up with a 4-3-3 system, when they lose the ball, this becomes a 4-5-1 as the wingers work back to protect the full-backs. This leaves three midfielders, one to hold and two to chase the ball. Also, even when they attack they keep one midfielder very deep to recycle the ball and break up any counter attacks.

OFFENSIVELY.

Using a combination of Duff/Robben/Cole/Wright-Phillips on the wings, Chelsea have a natural balance and can stretch teams, even ones with a five man midfield. From here, they try to hit the target man in the middle, with a late arriving AMF there to pick up the pieces. If teams load the wings to combat this, they leave space in the middle where Lampard can combine with the AMF to use his excellent shooting skills to punish them.

MASTER LEAGUE MASTERY WITH THIERRY HENRY

"Say 'bonjour' to the mode that will eat up your life. Here's a few tips to make the early stages slightly more painless and help you grab a lot more trophies."

DEFAULT MASTER LEAGUE TEAM

There's a few changes to this year's Master League. Firstly there's a new Default Team, out go the likes of Vornander, Barota and Edingson and in come a new bunch of youngsters. The benefit of this is that you can invest some time in developing them.

KEY PLAYERS TO NURTURE

Dodo (DMF) Never becomes exceptional, but does a tidy job.
Ordaz (CF) Steady grower until age 25.
Ruskin (SB) Pacey and eager full-back.
Macco (SMF) Just about to peak.
Hamsum (CF) Clumsy, but a tall and powerful forward. Worth looking after.

DEVELOPING PLAYERS

The development of players continues in *PES5*, but now it's been made more realistic with most players starting to accelerate their development from the age of 25, then peaking just before they're thirty. What this means is that you'll have to be very patient with players in their teens and early twenties, but on the plus side it's worth taking a gamble on some players already over 25.

Every player has a development curve, which is a guideline to how each player takes on stats throughout his career, but remember this is just a guideline – they can rise above it if they play often and are trained well in the close season, or all dip below if they're not played enough.

As we're incredibly kind at PSM2, we've done the Frank Arnesen-style legwork to identify the young players that will become the superstars of the future. Get them while they're hot and cheap.

GK
Ma-Kalamby
K. Schmiechel
Hartock
Yohann Pele
Stekelenburg
Alnwick

SB
Martin
Mathieu
Lahm
Pander
Chiellini
Motta
De Jong
Sergio Ramo
Jose Enrique

CB
Felipe
Heitinga
Kaboul
Dawson
Pique
Otti
Coloccini
Alex

CENTRE MID
Zabaleta
De La Red
Huddlestone
Alou Diarra
Castro
Kruska
Donadd
Iniesta
De Rossi
Reo-Coker
Wingers SMF
Foy
Ambrose
N'Zogbia
Francia
De Ridder
Routledge
Reto Ziegler
Ruben Olivera

AMF/SS
Chiumento
Ca
Nasri
Schweinstaiger
Nuri Sahim
Baumjohan
Ireland

CENTRE FORWARD
Vaughan
BW Phillips
Owusu Abeyie
Bojinov
Gueye
Nilmar
Benzema
Sverkos
Babel

BARGAIN BUYS VS THE ABRAMOVICH GLOBETROTTERS

When you start playing Master League, you'll have a fantasy football shopping list as long as Makele's... er, bank statement. Unfortunately, you won't be able to afford a team of mega-superstars until you've made your way up the leagues. To make it to the top division, you'll initially have to buy smart and cheap. So here's our before and after teams, one cheap and cheerful, the other pricey and sulky.

BARGAIN BUYS 4-3-3 Formation

TOTAL COST 4787

SUBS

GOALKEEPERS		
Lee Woon Jae		350
DEFENDERS		
Leandro	432	SB
Perea	595	CB
Mihajlovic	435	CB
Monsoreau	450	CB
DEFENSIVE MIDFIELD		
De Guzman		435
Fredson Pereira		404
Ono		350
Ergun Penbe		386
ATTACKING MIDFIELD		
Galletti		483
Mancini		651
Dunn		644
Pienaar		649
Rosales		564
Maxi Rodriguez		465
FORWARDS		
Carmillo		420
Lisandro Lopez		450
Luque		649
Dindane		496

ABRAMOVICH GLOBETROTTERS 3-2-3-2 Formation

TOTAL COST 14248

SUBS

GOALKEEPERS		
Cech	(GK)	731
DEFENDERS		
Ashley Cole	(SB)	902
Heinze	(CB)	709
Ivan Cordoba	(CB)	772
Nesta	(CB)	1248
DEFENSIVE CENTRAL MIDFIELD		
Vieira	(CMF)	1248
Deco	(CMF)	907
Xavi	(CMF)	907
De La Pena	(CMF)	809
Ballack	(CMF)	1384
ATTACKING MIDFIELD		
Vicente	(SMF)	791
Rosicky	(AMF)	848
Rooney	(SS)	771
Totti	(SS)	1281
Ronaldinho	(SS)	1167
CENTRE FORWARDS		
Henry	(CF)	1485
Ronaldo	(CF)	1069
Van Nistelrooy	(CF)	1384

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PICS 4 FONES

- NO CATCH
- LIVE HELP LINE
- NO UNWANTED SUBSCRIPTIONS
- GENUINE SERVICE

WALLPAPERS

259389

256132

256127

256564

256451

256554

259977

256567

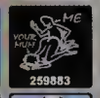
256140

259499

256552

259636

259190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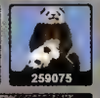
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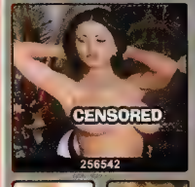
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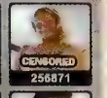
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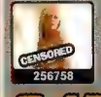
256623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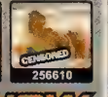

256610

2 ADULT 2 SHOW

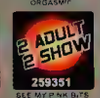
256337 CLOSE UP 69

256331 ORGASM!

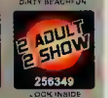
256318 ORIENTAL SPREAD

256715 DIRTY BEAUTIES

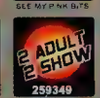
256329 RUBBING FUN


259351 SEE MY PINK BITS

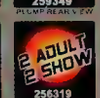
259512 WHITE STOCKINGS


256349 LOOK INSIDE

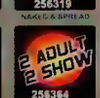
256579 SEXY PLEASURE


259349 PLUMP REAR VIEW

256343 FISHNETS SHOW ALL


256319 NAKED & SPREAD

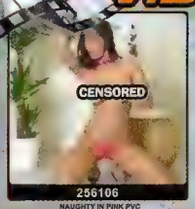
256550 STOCKINGS SPREAD


256364 OPEN WIDE

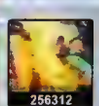
MORE ADULT WALLPAPERS

259340 - LESSIE NAUGHTY ORAL ACTION
259328 - BENT OVER JUICY VIEW
259330 - MASSIVE JUICY BOOBS
259347 - PERFECT TIGHT REAR END
259350 - WIDE OPEN AND VERY HORNY
259432 - PARTED WIDE FROM BEHIND
259444 - WET AND READY IN THE SHOWER
259512 - BORED HOUSEWIFE GETS WET
259511 - SELF PLEASURE REAR VIEW
259259 - HOT HORNY BABE IN RED
259379 - CLOSE UP & SLIPPY
259353 - FINGER TEASE SPREAD WIDE
259424 - WET & READY ON THE BED
259431 - PINK STOCKINGS DOWN & JUICY
259509 - NIPPLE LICKING PLEASURE

VIDEO


256106 NAUGHTY IN PINK PVC

256315 DRUNKEN F**KHEAD


256312 F1 FIREBALL

259468 MCLAREN VS SKYLINE

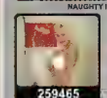
256302 BOXING BIG BREAK

259833 TREADMILL BREAKER

259838 TRIALS HERO

259839 RICH D**KHEAD

256301 NAUGHTY MONKEY


259465 BWED BH BLONDE

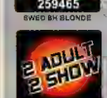
259477 ANGEL STRIPS

259591 HOT FOR YOU!

259610 AMY TEASES

259815 ANNA GETS HOT

256078 READY FOR YOU


259983 GIRLS BATHTIME

256032 OUTDOOR PLEASURE

256092 BLONDE TEASES

256091 WATCH MY CLIMAX

256094 TURNED ON & HOT

256099 BUSTY BRUNETTE

256112 LOUD MOANER

256115 WET FOR YOU

2 ADULT 2 SHOW

256080 - RUBBING HERSELF INTO A FRENZY
256088 - FILTHY SPANISH BEDROOM BABE
256095 - BRUNETTE MOIST FINGER FUN
256103 - GET DOWN AND DIRTY ON THE FLOOR
256097 - JUICY BLONDE GETS TOTALLY DIRTY
256117 - LINDA SHARES HER TIME WITH YOU
256114 - CLIMAXING LOUD FOR YOU TO HEAR
256174 - A MATES SISTER IS HORNY FOR YOU
256076 - SELF PLEASURE KNOW HOW
256262 - HOT HORNY BABE IN PINK
259479 - RUBBING FROM EVERY ANGLE
256265 - NAKED BUT FOR PINK HIGH HEELS
259588 - LUCIE REVEALS EVERYTHING TO YOU
259594 - FINGER TEASE, LOUD CLIMAX
259611 - NAKED GIRLS GET IT ON
259617 - MYA HAVING LOTS OF FUN
259758 - EVA GETS HORNY AT WORK
259759 - KRISTINA ON THE BED TEASES YOU
256057 - HORNY AS HELL, EASY TO PLEASE
256059 - VERY NAUGHTY STOCKING THRILLER
259954 - CRYSTAL SHOWS YOU WHAT SHE LIKES

ANIMATION

256367 CARTOON BJ

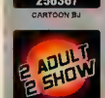
259308 SINGLE PLEASURE

259534 BRITNEY MOUTHFUL

256376 SPINNING MINE

256370 SEXY 3 GN

256365 LIGHTNING BOLT


256371 MUFFIN MAN

259535 POLE DANCER RUB

259539 PARIS ROMP

256009 JORDAN STRIPS

256222 SINGLE FUN

256223 BOOB BOUNCER

FOOTBALL STRIPPERS

256521 - ARSENAL
256523 - CELTIC
256524 - CHARLTON
256525 - CHELSEA
256527 - ENGLAND
256529 - GLASGOW RANGERS
256530 - IRELAND
256531 - LIVERPOOL
256532 - REAL MADRID
256533 - MANCHESTER UNITED
256535 - SCOTLAND
256536 - TOTTENHAM HOTSPUR

GAMES

COMPATABILITY: A: NOKIA B: MOTOROLA C: SAGEM D: SAMSUNG E: SHARP F: SIEMENS G: SONY ERICSSON

BUFFY
Drusilla has captured OZ and is using him as bait for Buffy. Play as Buffy and kick demon butt. Walk, run, climb and jump through 5 levels of a spooky castleon your way to rescue OZ!

ABCDEG 256502

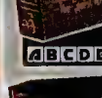
PREDATOR
The Predators have scoured the galaxy in search of big-game, and in humans, they have found an end to their quest. You have been given the honor of being the first to hunt the humans. You land in the jungle near a secret military base. The hunt is on!

ABCDEG 256513

TOP GAME!

CONFLICT VIETNAM
Conflict Vietnam follows the progress of four US soldiers, cut off from their unit during the 1968 Tet Offensive and tasked with fighting their way back to friendly lines.

ABCEG 256505



BILL & TED
Control both Bill and Ted in this fun-packed arcade adventure! Complete quests, solve puzzles, dodge scorpions, drive the Wyld Stallyns van and even herd cows as you travel through time.

ABCDEG 256500

JUDGE DREDD
You are the Law! The streets of Mega City One are overflowing with criminals, and two judges have gone missing! As Judge Dredd, bust your way through mulliple areas and past the dangerous sector bosses.

ABCEG 256508

ADULT GAMES

KAMASUTRA SPECIAL
With **Kamasutra Special Edition**, the ultimate resource of the art of lovemaking is now available on the palm of your hand!

256480

COLIN MCRAE '04
The top console/PC rally game is finally mobile. Colin McRae Rally 04 stays true to the series by offering the same quality and feel as the original.

ABCEG 256503

DESSERT STORM
Based on SCi's popular console/PC title, this mobile version puts you in the middle of the 1991 Gulf War. As the elite "A Squadron", you have to solve a variety of missions, deep behind enemy lines.

ABCDEFG 256504

KAMASUTRA PUBLIC SEX
With the **Public Sex Kamasutra** you can fantasise about having sex in public with this detailed fully illustrated guide.

ABDEFG 256804

NINJA MISSION
As a Ninja enter a devastated mansion and bring all requested items back to the Ninja city. Beware of your enemies or you will easily fail your mission. As you make your way seek a chance to reveal your mysterious identity that has long been unexplained.

A 256817

SHREK 2
Can Shrek win back Fiona's heart the second time around? Do you think you can withhold the challenge you'll be faced with in this exciting game? There is an adventurous journey awaiting Shrek...

ABEG 256515

TUNES

LATEST

Sean Paul - We Be Burnin	251372
Bon Jovi - Have A Nice Day	251373
50 Cent - Outta Control	251374
HIM - Wings Of A Butterfly	251375
Status Quo - The Party Ain't Over Yet	251376
Jamesy P - Nookie	251377
Kanye West - Gold Digger	251378
Franz Ferdinand - Do You Want To	251379
Katie Melua - 9 Million Bicycles	251380
Kelly Clarkson - Behind These Hazel Eyes	251381
Stereophonics - Devil	251382
Damian Jr Gong Marley - Welcome To Jamrock	251383

CLASSIC REAL SOUNDS

Uniting Nations - Out Of Touch	258229
Simple Minds - Don't Forget About Me	258219
Snoop Dogg - Drop It Like Its Hot	258227
Ice Cube - You Can Do It	258198
INXS - New Sensation	258199
Mad House - Like A Prayer	258200
Sun Set Strippers - Falling Star	258183
Gwen Stefani - Rich Girl	258184
50Cent - Candy Shop	258163
Akon - Locked Up	258164
Basement Jaxx - Oh My Gosh	258165
EMF - Unbelievable	258193

REAL SOUND FX

Female Orgasm Alert	258140
I'm Stood Next To A Ringtone W**ker	258141
James Bond - The Name's Bond	258043
Austin Powers - Alota Fagina	258044
The GREATEST Female ORGASM EVER!!	258151
Robo Cop - 20 Seconds To Comply	258014
Clint - Do You Feel Lucky Punk?	258015
Ace Ventura - Alrighty Then	258022
Dr Evil - Throw Me A Bone	258024
Pulp Fiction - The Path Of The Rigteous Man	258051

MOAN TONES

You Like That Aaa Baby?	258150
Never Let This Guy Get Hold Of Your Ass!!	258152
Oh Yeah I Like That Aaaa	258151
Hear Me Climax!	258156
Don't STOP	258154
Oh F*** Me!!	258155
Cheeky Boy Baby!!	258150
Ooh Yeah!!	258147
2 RUDE 2 SHOW	258196
2 RUDE 2 SHOW	258153
2 RUDE 2 SHOW	258191
2 RUDE 2 SHOW	258161

DIRTY TXT JOKES

RUDE, CRUDE & VERY FUNNY!

RUDE JOKES >>

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CAN'T FIND

WHAT YOU LOOKING FOR?

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EG: TXT 25WANT ALIEN REALSOUNDS TO 80010

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CENSORED

XXX MOVIES >>
TXT VIDEO TO 69011

SEXY MOVIES >>
TXT VIDEO TO 80010

OVER 65% OFF!

XXX & SEXY IMAGES

XXX PICS >>
TXT PICS TO 69011

SEXY PICS >>
TXT PICS TO 80010

OVER 85% OFF!

HOW TO ORDER FOR JUST 1 ITEM

ADULT
TXT
PICS + CODE
TO 69011
EG: pics4 259984 to 69011

EVERYTHING ELSE
TXT
PICS + CODE
TO 80010
EG: pics4 256304 to 80010

OR JOIN P4CLUB

JOIN P4CLUB FOR £4.50 PER MONTH AND GET 5 ITEMS FOR THE PRICE OF 1
ORDER 1 ITEM THEN ORDER YOUR NEXT 4 FOR FREE

ADULT
TXT
P4CLUB + CODE
TO 69011
EG: p4club 259984 to 69011

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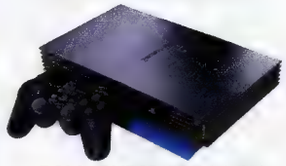

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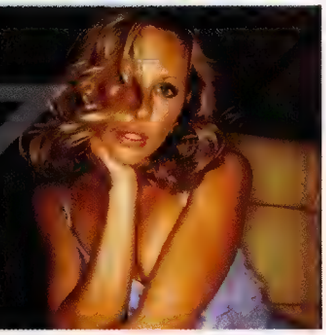

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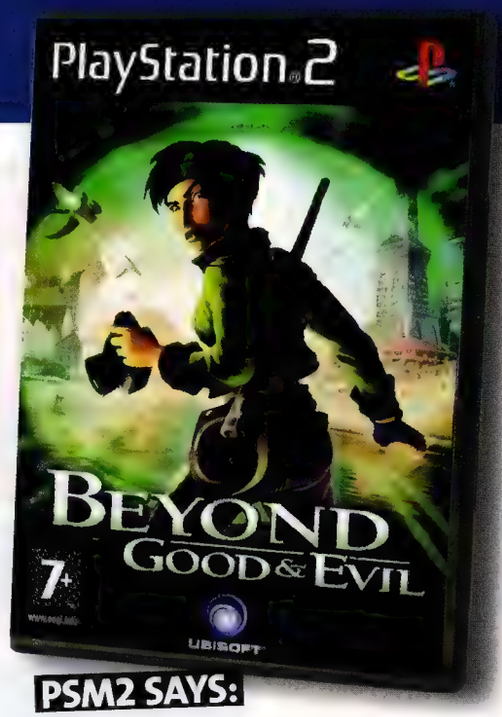

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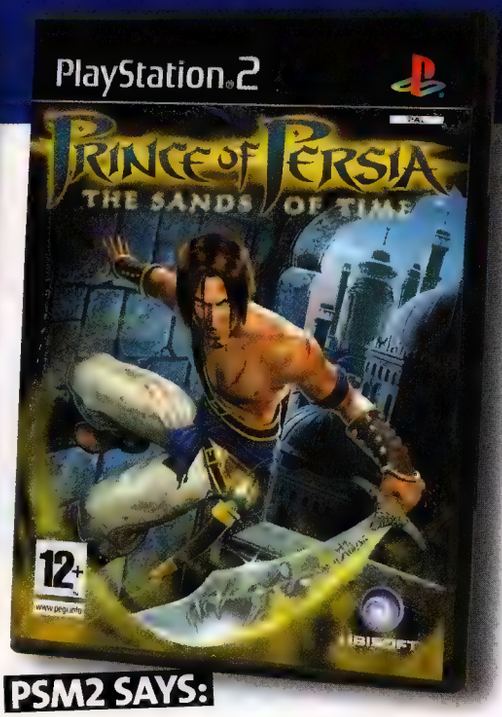

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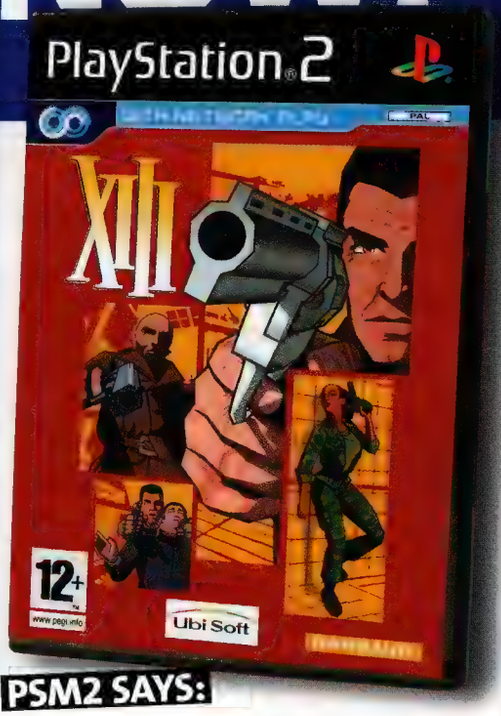

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PES 2005

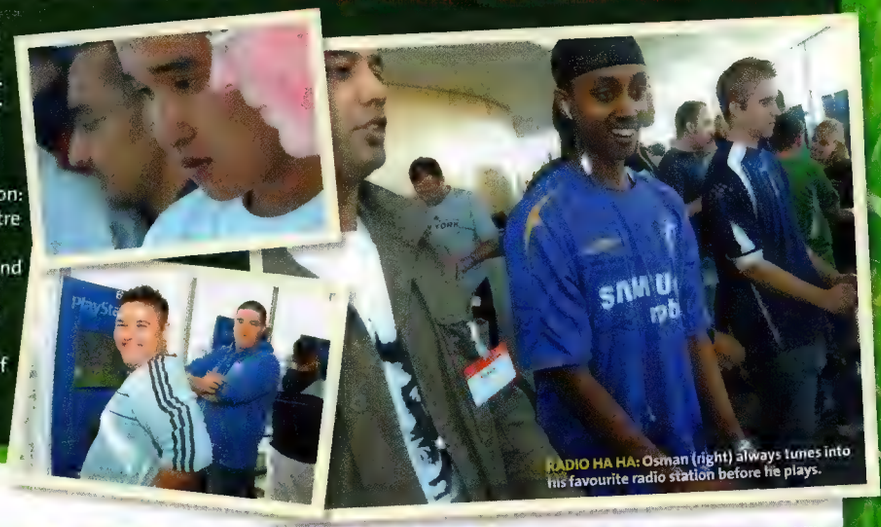
ALL THE ACTION FROM THE OFFICIAL PES LEAGUE. ONLY IN PSM2

VENUE: BT TOWER, LONDON
DATE: SEPTEMBER 24TH 2005

PES LEAGUE THE FINAL

175 feet in the air, the *PES* League finals got underway...

The date: September 24th. The location: The sky-scraping BT Tower in the centre of the Nation's capital. This is the setting for the UK and Ireland *PES* League Grand Final. And while the panoramic views outside are impressive, they're nothing compared to the *PES* skills on display inside. The past nine months of action – played out by hundreds of *PES*ers – had been whittled down to the 32 premier contenders. Here's what happened.



RADIO HA HA: Osman (right) always tunes into his favourite radio station before he plays.

GROUP STAGES

GROUP 1

1st Mazin Idris – London: 6 points
2nd Matt O'Neill – Belfast: 4 points
3rd Asis Ali – Watford: 4
4th Phil Kwok – Brighton: 3

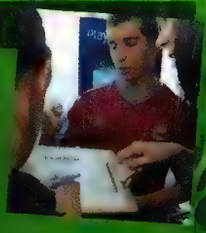
As Matt Holmes from Newcastle failed to show up, wildcard entry Asis Ali from the Watford league stepped up to the challenge. The lad did well to finish third in a tough group, but it was Mazin Idris who was the dominant force and his Brazil team earned a place in the quarter finals.

GROUP 2

1st Shui Ip – Leeds: 7 points
2nd Lee Adshead – Bristol: 7
3rd Edeal Ghafoor – Leeds: 3
4th Ian Megahey – Belfast: 0

A special mention to Ian of the Belfast league who lost all three games (one of them a whopping 5-1) and had to travel back home later that day. Unlucky. Lee managed to claw a 5-5 draw after being 5-2 down to Shui, but the Leeds champion won the play-off leg a convincing 4-0.

GROUP 3



1st Rhys Bowen – Birmingham: 7
2nd Tom McDowel – Liverpool: 7
3rd Dwaine Niles – Croydon: 3
4th Peter Willis – Newcastle: 0

Rhys and his Turkey (yep, *Turkey*) side clinched the title in Group 3 and captured a degree of kudos from top player Oz Idris (on a scouting mission). "This man deserves a medal for playing with Turkey," Oz said as he watched Rhys brush aside the rest. Was the O-man playing mind games?.

GROUP 4

1st Richard Marsh – Birmingham - 9
2nd Simon Webbe – Peterborough - 6
3rd Lee Price – Liverpool - 3
4th Tim Adegboye – Croydon – 0

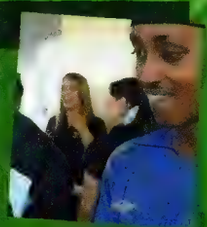
Richard Marsh laid claim to the championship by dishing out three beatings and never really looked in trouble. In comparison, Croydon's finest *PES* player, Tim Adegboye, must have left his skills on the train. A tip for the title, Tim had 'one of those days' and deflated like a soggy flan.

GROUP 5

1st Andy Marvin – Peterborough: 9
2nd Stephen Robinson – Brum: 6
3rd Ahamd Kholwadia – L'pool: 3
4th Stephen Clegg – Dublin: 0

Young Stephen Clegg didn't deserve to be on the end of back-to-back defeats, but the experience of the older players made this a difficult group. Andy and Stephen have faced off before, and it was Andy who displayed his credentials by winning three straight games.

GROUP 6



1st Oz Idris – London: 9
2nd Stuart Cronin – Edinburgh: 6
3rd James Anderson – Bluewater: 3
4th Pin Rathore – Plymouth: 0

Pin was our Player of the Month last month, but it was always going to be a big task in the group of death. Oz is a former champion, Stuart won an Edinburgh league and cup double and James only lost one game in his campaign. But it was the ex-champ that shone through.

GROUP 7

1st Vishnu Papineni – Southend: 7
2nd Perry Bell – London: 7
3rd Ennis Alhasimi – Bluewater: 3
4th Robert McLean – Edinburgh: 0

Having got up at the crack of dawn (or whatever her name was) to stake his shot at the championship, Robert McLean looked exhausted. And it was Vishnu and Perry who provided the highlights as they fought out a closely contested play-off, which Vish narrowly won.

GROUP 8

1st Vikas Kapoor – Watford: 7
2nd Richard Tandoh – London: 7
3rd Ross Forsyth – Edinburgh: 3
4th Nolan Dickman – Bournemouth: 0

With nothing separating Vikas and Richard at the group stage, it was a penalty shoot-out that decided their fate. Fortunately for Vikas, Mr Tandoh's players had a touch of the Gareth Southgate syndrome – spooning a couple of spot kicks and gifting the quarter final place to his opponent.

WHAT IS THE PES LEAGUE?

So, um, what is the *PES* league?
It's a national league competition, which is sponsored by PSM2 and played on Konami's *Pro Evolution Soccer 4*. Every year, it unearths the finest crop of *PES* players in the UK and pits them against each other to find the ultimate *Pro Evo* champion.

What can I win?
Well, if you get to the final, you're in with a chance of winning £500. Not only that, you also get an all-expenses paid trip abroad to take on Europe's finest players. Plus you get to meet PSM2. Too.

Where is the *PES* league held?
There are venues across the UK with regular meetings. Take a look at the table below for a full list of venues.

How can I enter?
Erm... you can't. Registration closed on April 7th, but there's always next year's competition.

QUARTER FINALS

MATCH 1

Mazin Idris 2 vs. Vikas Kapoor 1

Young Mazin looked as though he'd have a spot of bother overcoming the classy Vikas Kapoor, but the lad came out on top after morphing into his own fan club. Cries of "Come on Mazin, that's it!" could be heard as Idris cheered his clinching goals.

MATCH 2

Shui Ip 4 vs. Vishnu Papineni 1

The battle between the two coolest of characters in the tournament had all the thrills and spills of a cup final. And after a fantastic ding-dong nine-goal thriller, it was Vishnu who was smiling victoriously when full-time was blown.

MATCH 3

Rhys Bowen 2 vs. Osman Idris 1

Earlier, Oz had given Rhys credit after he cruised through Group 3 and now the O-man was about to see how good Mr Bowen really was. It was a close affair and either could've won it in the end, but Oz's Brazil were slightly more clinical in their finishing.

MATCH 4

Richard Marsh 4 vs. Andy Marvin 1

It was 3-3 with seconds to go in this tie and then heartbreak struck. Just as it looked as though the game was heading for extra time, Andy was left gutted as Mr Marsh cracked the winning goal. Andy was sickened and you could see it all over his face.

SEMI FINALS

MATCH 1

Mazin Idris 4 vs. Richard Marsh 2

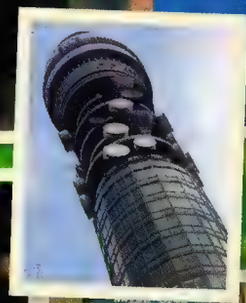
Everything was coming together for Mazin as his dribbling skills and pinpoint finishing really showed class. To be fair, Richard's England side could've won this had it not been for some classic saves from Brazil's goalkeeper. But by the time the fourth goal shook the net, the match was as good as over.

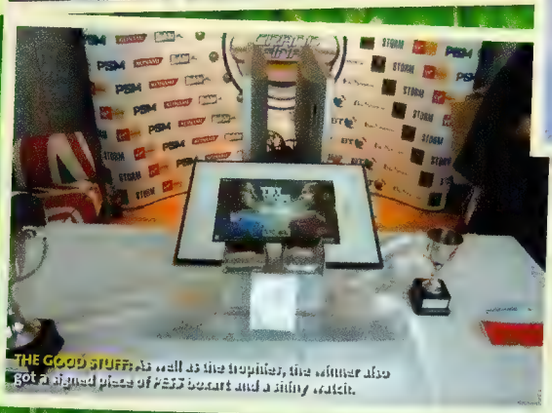
MATCH 2

Vish Papineni 2 vs. Oz Idris 3

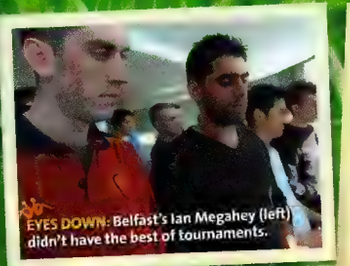
Could ex-champ Oz melt the cool exterior of Vishnu? If he did, it never showed. Vish matched Oz and didn't look to be in any trouble, but Mr Idris had a game plan and, at 3-2, it came into play. You see, Oz played the possession game for the last twenty minutes – knocking the ball across the back four and never coming forward.

CHAMPION'S SELECT: This handsome bunch of fellas were the qualifiers from the group stages. There's not a hint of nervousness on their faces.





THE GOOD STUFF: As well as the trophies, the winner also got a signed piece of *PES5* bonnet and a shiny watch.



EYES DOWN: Belfast's Ian Megahey (left) didn't have the best of tournaments.

GRAND FINAL

JER-MAIN MAN: Tottenham's Jermain Defoe was delighted to meet *PES* champion, Oz Idris.

So this was it. It all boiled down to the Idris brothers. And what a game it was. Twenty-eight minutes on the clock and Oz banged one in with Ronaldo. By half-time he was two up. But just after half-time, young Mazin smashes one home to the delight of the crowd. Could it be the turning point? Erm... no. Oz lobbed in his third and advised his brother to show him respect. But A-Mazin Idris is having none of it. With five minutes to go the younger brother hits his second, guaranteeing a frantic finale. But at the final whistle, Oz was the champion.

Oz Idris 3 vs. Mazin Idris 2

THE FINAL WHISTLE

The *PES* League has drawn to a close. Oz Idris tells us about his winning formula.

LEAGUE
London

TEAM
Brazil

FORMATION
4-3-3 Attacking- (Ronaldinho, Adriano, Ronaldo up top) but I'll change it to adapt to my opponents. So if they play with a tightly packed midfield, I'll go with three at the back and match them in the centre of the park.

TACTICS
I use counter-attack because I like to hit the opposition on the break.

SECRETS
It's no secret, but if you keep possession by playing safe passes, openings will come and that's when you attack. Also, driving free-kicks to the keepers at the near post will usually work.

LAST WORD
I was surprised to win the competition as PES4 doesn't really suit my play. But I've been playing PES5 and it definitely suits me fine. Watch out for me next year, everyone.

THEY THINK IT'S ALL OVER...

But it isn't! Next month we're in Sardinia for the European Championships. Will one of the Idris brothers return victorious? Find out next issue.

THE PRO DOJO HALL OF FAME!

All good things must come to an end and the Pro Dojo is no different. Now that the dust has settled we pay homage to the brave ninja souls who've made these pages great the past few years. Gentlemen (and ladies) we salute you.

THE GREATEST MAN EVER!

The coveted Greatest Man Ever Award goes to...

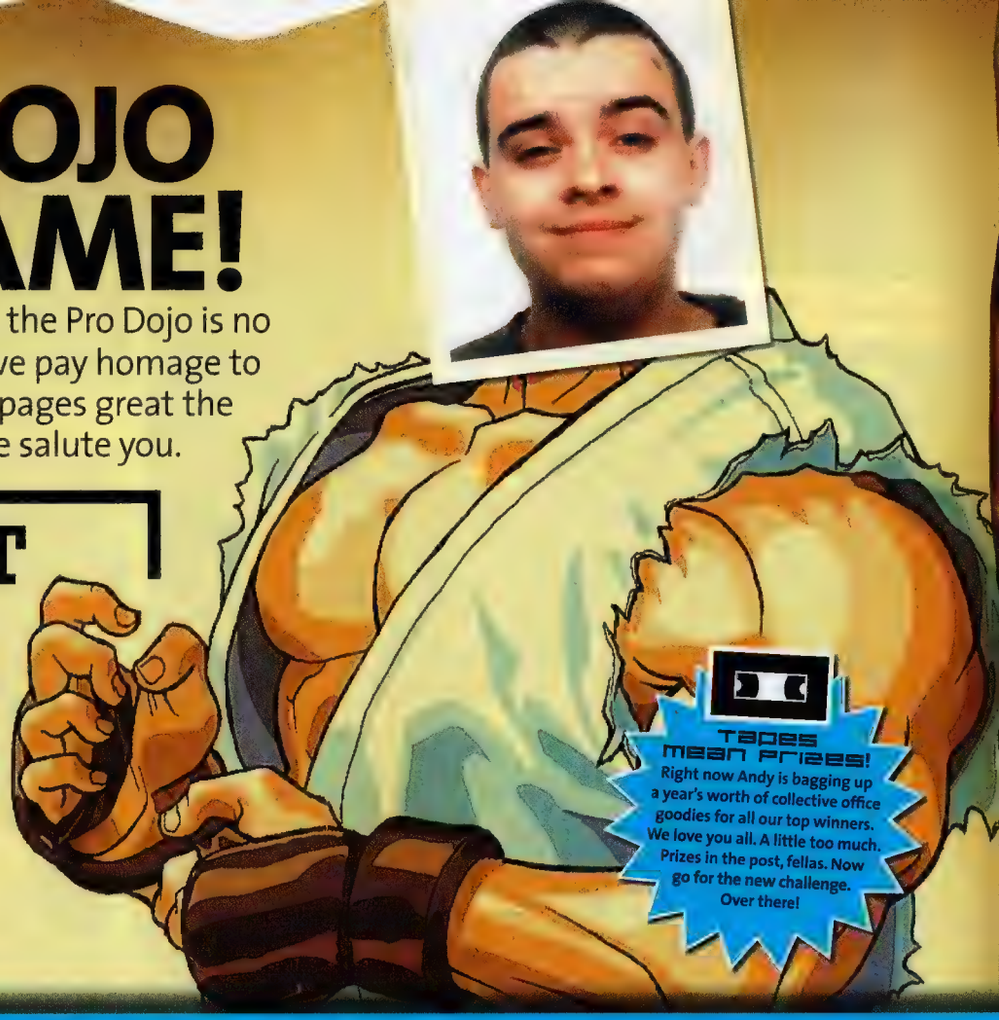
GRANT BARTER

FINAL SCORE: 99 POINTS

The boy Barter's relentless torrent of tapes and killer scores kept him at the top of the charts for issue upon issue. No one could shift the lad and he truly deserves the title of Greatest Man Ever. We're not fit to kiss his ring. Oi, stop giggling. We mean his Papal ring.

GREATEST ACHIEVEMENT:

Burnout 3 Crash Mode – $536,825 of damage
PES Master League – 68 goals in the first season
Def Jam: Fight For NY – 0.13 second victory


Tapes mean Prizes!
Right now Andy is bagging up a year's worth of collective office goodies for all our top winners. We love you all. A little too much. Prizes in the post, fellas. Now go for the new challenge. Over there!

PRO DOJO: THE N

And nooooooow. The end is neeeeeeear. And so we faaaaaaace. The end of Pro Dojo Every saga has a beginning and... oh, look, it's the new Pro Dojo. A Dojo

MAXIMUM RESPECT TO

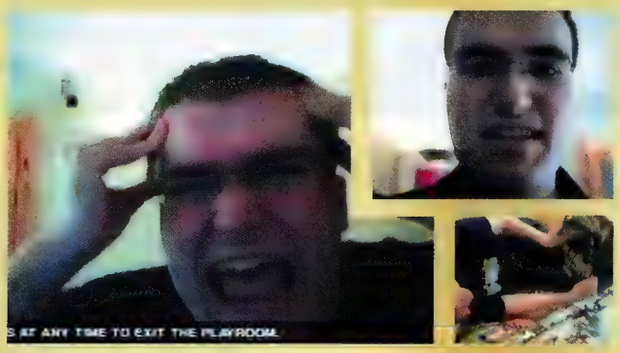
J.C. KILLS

FINAL SCORE: 96 POINTS

Despite sending in 10,000 tapes, Sir Kills never saw fit to include a photo of himself. Dude, even if you are a hideous, quivering monstrosity, we don't care! Have you seen Andy recently?

GREATEST ACHIEVEMENT:

PES Master League – 144 goals in the first season.



AND FINALLY...

EVAN HARVEY

FINAL SCORE: 86 POINTS

Evan's face has been peering out of our Dojo pages for ages now. His amazing *SSX* and *THUG2* skills impressed us the most and he finished with a huge-but-not-quite-good-enough 86 points.

GREATEST ACHIEVEMENT:

THUG2 – 103,348,276 points on Australia

MOMENT OF THE YEAR

We trawl through the archives to find what we reckon was the best Moment of the Month we ever received...

AND THE WINNER IS...

MATT BARKER

Using *MTV Music Generator* and an EyeToy, Matt created a music video with songs he'd written himself. Some of them were damn catchy too. He even included a CD that's never off Dan D's iPod. This was true genius use of the PS2. We salute you, Sir.

RESPECT DUE

We haven't forgotten the rest of you either. Thanks for your tapes!

Simon Hahn
Azz Wallis
Paul McAllen
David Savage
Ian Watson
Brian Dooley
Adam McDonald
Jack Maggs
Dan Caver
Robert Payne
Peter Amstel
Simon Twinson
Oliver Thompson
Ian Watson
Tom Lucas
Matthew Hill

SPECIAL THANKS

And a special mention for Mr Silhouette, the mysterious figure who had multiple entries in EVERY table, month after month!

DO THIS!

BURNOUT REVENGE: WHITE MOUNTAIN: BURNING LAP

CLOSING DATE 31/10/05

On the White Mountain track, we want you to score the fastest Burning Lap time possible. The race we're interested in presents you with a single choice of car (a nice red sporty number) and orders you to clock the track within 2:02 to win gold. It's a tough time to beat, and it'll require you making every jump and shortcut there is, but if you can beat 2:02 for your lap then we want to see your tape. Look down there for how to enter.

WIN THIS!

Not only will the sender of the fastest time (verified on video) get their face on these pages and their run on the DVD next month, but they get top blaggage too. It's impossible to imagine a more fitting prize for a Burnout Revenge challenge. How about a PSP in your pocket to compete with *Burnout Legends*? Go get it.

EXT GENERATION

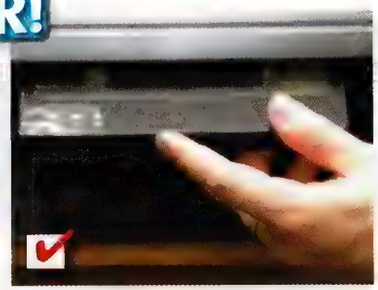
as you know it. It's time for a new breed of hero. A choice for a new generation. simpler, easier and more lucrative than ever. Look, up there.

IT'S EASY!

Each month we dish out a challenge and you have to do it as quickly as possible. The player who beats our challenge by the fattest margin before our tight closing day wins the booty. Simple. BE WARNED THOUGH. In order to make our next print deadline (and allow us to announce the winner on these pages next month) the closing date is a MASSIVELY STRICT October 31st. On that day we'll be picking our winner – make sure your tape is with us for then. Past that date already? Sorry mate, too late. Best make sure you pick up our next issue on November 17th SHARP. So, check these pages next month for another challenge on another game – and we'll be revealing who bagged the *Burnout* booty too.

HOW TO ENTER!

Respond to the challenge above and send us your efforts on tape.



Plug your PS2's SCART lead into your video, tune your TV to your video and tape away.

Wind your tape to the right place and write your name on the back of your photo.

Send us your tape, a photo of yourself and the coupon to the right address.

FILL IN THIS FORM!

WHICH CHALLENGE:
BURNOUT REVENGE

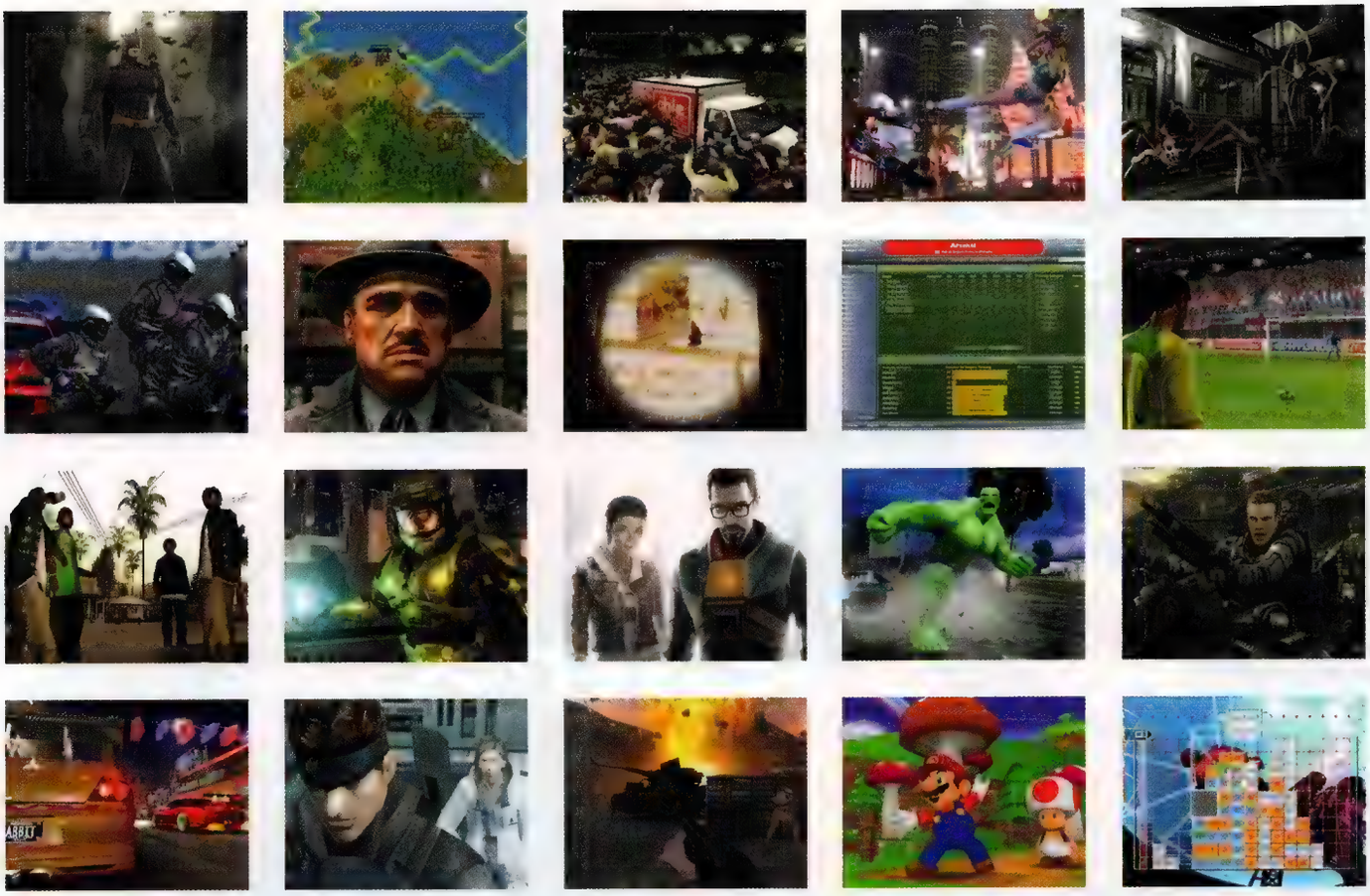
My Time is .....
Name .....
Age .....
Address .....
.....
.....

I enclose...

- [ ] A tape (wound to the right place)
- [ ] A photograph (with my name on the back)

PSM2
PRO DOJO
BURNOUT REVENGE CHALLENGE
FUTURE PUBLISHING
BATH
BA1 2BW

CLOSING DATE 31/10/05



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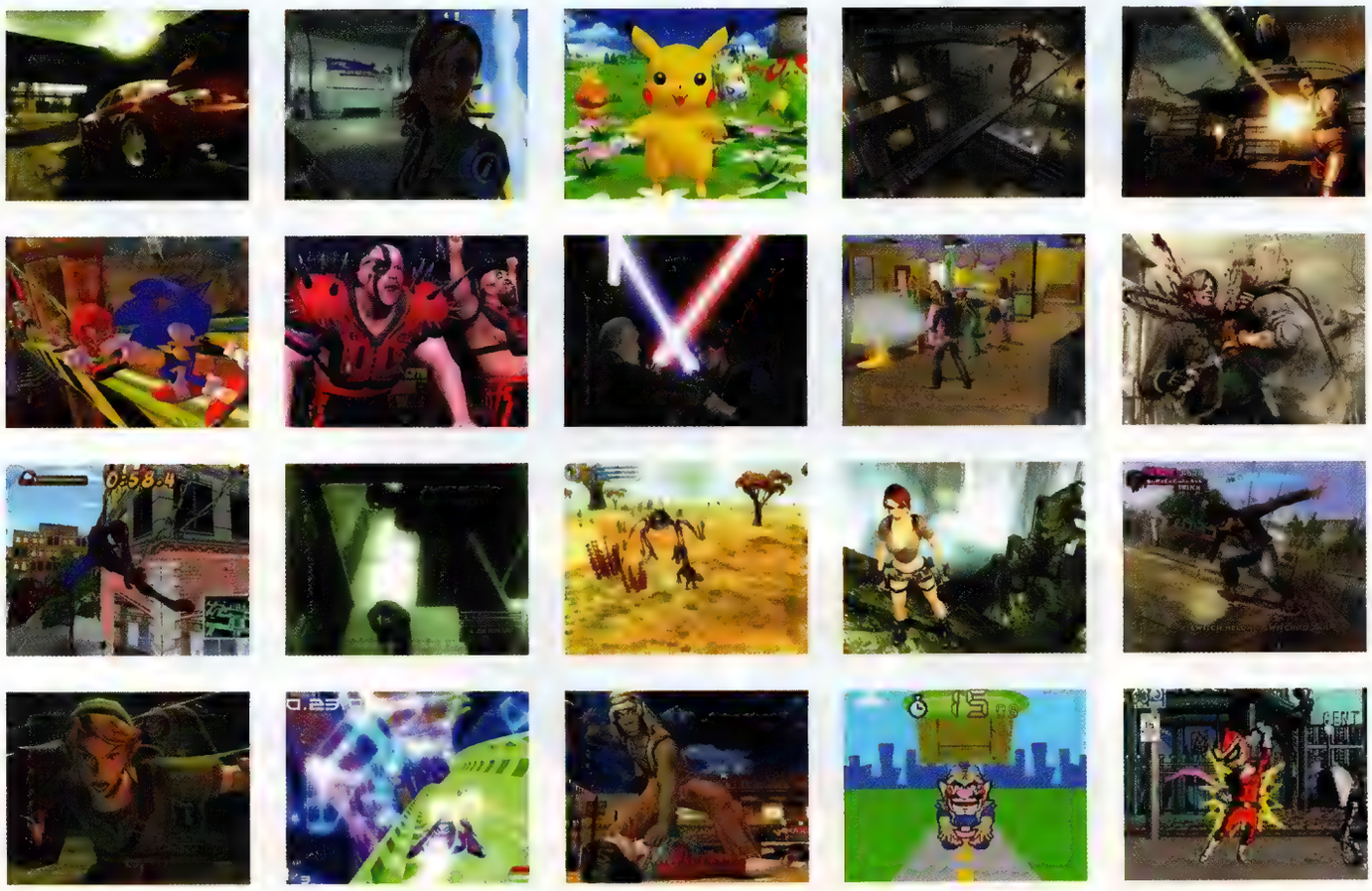

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THESE GIRLS MAY BE LIVE LIVE LIV

REVIEW SPREE: THE MATRIX: PATH OF NEO, SLY 3, MARC ECKO'S RATCHET: GLADIATOR, AND MORE!

Next M

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

GRAND THEFT AUTO: LIBERTY CITY STORIES

It's here and we've got it. Find out all there is to know about the new GTA on PSP!

TRUE CRIME

The New York-based sequel to Activision's copz-in-the-hood actioner is back, and badder than ever. In a good way, we hope. Let our review decide!

GUN

The bright brains behind the Tony Hawk series challenge you to a high-noon showdown. Don't miss our frontier-defining review!

Month
Urban racing just shifted up a gear! Get the cop-dodging, nitro-gobbling FIRST REVIEW next month!
D FOR SPEED
ST WANTED
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ONLY IN PSM2!
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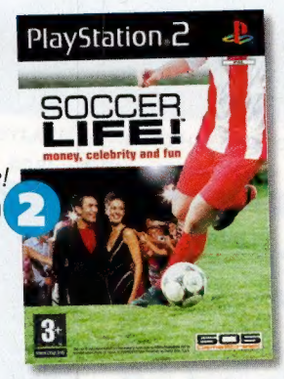
Last Laugh

WHEN REALITY TAKES A HOLIDAY...

Q) Which of these ridiculous games have we just made up?

PAPARAZZI
"In this action game, you can become a real paparazzi doing photo sessions with beautiful models. They pose according to your requests!"

SOCCER LIFE
"Finally, you can be a football player yourself and live a new life in the world of football. *Soccer Life!* is the first simulation game of the professional and private life of football players."



DEMOLITION GIRL
"Their research reveals the incredible truth: the genetic code of the creature corresponds 99.9% with that of fashion model!"

HABITRAIL: HAMSTER BALL
"You have to direct Herbie to the end of each level and win his favourite hamster food. However do not worry, Herbie is never injured or goes hungry for too long!"

VIRTUAL VIEW RCT EYES
"Use your virtual eyes to spot mathematical patterns in a series of red dots. But all is not as it first appears!"

TRAIN SIMULATOR
"Hold tight as you get behind the controls of fastest thing on three-hundred wheels... A train! Enjoy the views and become the coolest train driver on the rails."

KUMA UTA
"Join in all the fun of robot polar bear karaoke!"

BARRY HATTER
"Become Barry Hatter the schoolboy wizard! He's got a broom that has buttons on it! And – thanks to his glasses being replaced by a large hat – he looks *nothing* like a certain other famous schoolboy wizard. No. *Nothing like him at all.*"

A) None of them. May God have mercy on our souls.*

*Yes, it's true. These are all genuine games coming to a quality games store near you soon.

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America's 10 Most Wanted
Ape Escape 2
Ape Escape: On the Loose
Area 51
Army Men RTS
Athens 2004
Atlantis 3: New World

B = 02
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D.Alliance 2
Baldur's Gate: Drk.Alliance
Bard's Tale
Batman Begins
Batman: Rise of Sin Tzu
Big Mutha Truckers
Bionicle
Black Monday (Getaway 2)
Bragon Ball Z: Sagas
Brian Lara Int. Cricket '05
Broken Sword 3: S. Dragon
Brothers in Arms
Buffy 2: Chaos Bleeds
Burnout 3: Takedown
Burnout Revenge

C = 03
Call of Duty: Finest Hour
Coded Arms
Cold Winter
Colosseum: Rd. to Freedom
Conflict: Desert Storm 2
Conflict: Global Terror*
Conflict: Vietnam
Constantine
Crash B'coot: Wr. of Cortex
Crash Twinsanity
Cricket 2002

D = 04
Dark Angel, J. Cameron's
Dark Cloud 2
Darkstalker's Chronicle
Darkwatch*
Dead to Rights: Reckoning
Def Jam: Fight for NY
Delta Force: B. Hawk Down
Destroy All Humans
Devil May Cry
Devil May Cry 3
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Dragon Ball Z: Budokai 3
Draken: Ancient Gates
DRIV3R
Duel Masters
Dynasty Warriors
Dynasty Warriors 3

E = 05
Eden, Project
Enter the Matrix
Episode III: Rev. of the Sith
Escape from Monkey Island
ESPN NFL 2005
Everybody's Golf
Everything or Nothing: 007
Evil Dead: Fist.of Boomstick
Extreme G3

F = 06
Fahrenheit
Fantastic 4
FIFA 2003
FIFA 2004
FIFA Football 2005
FIFA Football 2006*
FIFA Street
FIFA Street Soccer
Fight Night Round 2
Fighting Fury
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Formula 1 2005

G = 07
Getaway
Getaway 2: Black Monday
Ghost Hunter
Ghost Recon 2
God of War
Goldeneye: Rogue Agent
Gran Turismo 3
Gran Turismo 4
Grand Theft Auto 3
Grand Theft Auto: San A.
Grand Theft Auto: Vice City

H = 08
H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
Haunting Ground
Headhunter: Redemption
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hulk

I = 09
Incr. Hulk: Ult. Destruction
Incredibles
Indiana Jones: Emp. Tomb
Intellevision Lives!

J = 10
Jak 3
James Bond: E. or Nothing
Juiced
Jurassic Park: Op. Genesis
Just Bring It

K = 11
Katamari Damacy
Kessen 3
Killzone
Kingdom Hearts

L = 12
Legacy of Kain: Defiance
Lego Star Wars
Leisure Suit Larry: M.C.L.
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Lord of the Rings: 3rd Age
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T.Towers
Lumines

M = 13
Mace Griffin Bounty Hunter
Madagascar
Madden NFL 2005
Madden NFL 2006
Mafia
Manhunt
Max Payne 2
Medal of Honor: Euro. A.
Medal of Honor: R. Sun
Mercenaries: P. of Destr.
Mercury
Metal Gear Acid
Metal Gear Solid 2: Subst.
Metal Gear Solid 3 S.Eater
Midnight Club 2
Midnight Club 3: DUB Ed.
Monkey Island, Esc. from
Mortal Kombat: Deadly All.
Mortal Kombat: Deception
MTX Mototrax
Mummy Returns
MX vs ATV Unleashed

N = 14
Naval Op:Warship Gunner
NBA Live 2005
Need for Speed: Undergr.
Need for Speed: Under. 2
NFL Street 2: Unleashed
NFS Underground: Rivals

O = 15
Obscure
Onimusha 3: Demon Siege

P = 16
Paris-Dakar Rally 2
Playboy: The Mansion
Predator: Concrete Jungle
Primal
Prince of Persia: S. of Time
Prince of Persia: W.Within
Pro Evolution Soccer 4
Pro Evolution Soccer 5*
Project Snowblind
Psi-Ops: Mindgate Cons.
Punisher

R = 18
Ratchet & Clank 2
Ratchet & Clank 3
Red Dead Revolver
Red Faction
Res. Evil: Code Veronica X
Res.Evil: Outbreak File#2
Resident Evil: Outbreak
Ret. to Castle Wolfenstein
Ridge Racers
Rogue Ops

S = 19
San Andreas, GTA
Second Sight
Seek and Destroy
Shadow of Rome
Shellshock Nam '67
Silent Hill 3
Silent Hill 4: The Room
Simpsons: Hit & Run
Sims
Sims in the City
Smackdown! 3: Just Bring It
Smackdown! 5: H.C.T.Pain
SOCOM 2: US Navy Seals
Soldier of Fortune
Soul Calibur 2
Spider-Man: The Movie 2
Splinter Cell 2: Pandora T.
Splinter Cell 3: C. Theory
Spongebob Squarepants
Spyro: A Hero's Tail
SSX 3
Star Ocean: End of Time
Star Wars Episode III
Star Wars: Battlefront
Star Wars: Jedi Starfighter
Star Wars: Lego Star Wars
Star Wars: Racer Revenge
Star Wars: Star Fighter
Street Racing Syndicate
Suffering
Syphon Filter: Omega St.

T = 20
TD Overdrive
Teenage M. Ninja Turtles 2
Tekken 5
Tenchu: Fatal Shadows
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator 3: Redemption
The Getaway 2 B. Monday
The Great Escape
The Incr. Hulk: Ult. Destr.
The Punisher
The Simpsons: Hit & Run
The Sims 2*
The Sims in the City
The Suffering
The Suffering: Ties T. Bind*
The Thing
The Warriors*
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Tiger Woods Golf 2005
Time Splitters 2
TimeSplitters F. Perfect
Tom Clancy's G.Recon 2
Tomb Raider: Ang. of D.
Tony Hawk's 4
Tony Hawk's Under.2 Remix
Tony Hawk's Undergr. 2
Tony Hawk's Underground
Total Club Manager 2004
Transformers
True Crime: Streets of LA
TT Superbikes
Turok, Evolution
Twisted Metal: Head On

U = 21
Underworld: Eternal War
Urbz: Sims in the City

V = 22
Van Helsing
Vietcong: Purple Haze
Virtua Tennis: World Tour

W = 23
War of the Monsters
Wipeout Pure
Wolverine's Revenge
World Rally Champ. 4
World Snooker Champ. '05
World Tour Soccer: Ch. Ed.
Worms 3D
Wreckless: Yakuza Mission
WWE Smackdown vs Raw
WWE Smackdown! 5: HCTP

X = 24
X-Files: Resist or Serve
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men Legends

Y = 25
Yu-Gi-Oh! Duel. of Roses
Yu-Gi-Oh!: Cap.Mon.Col.

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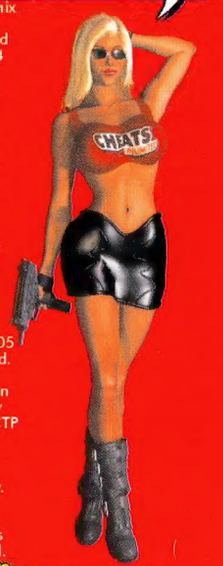

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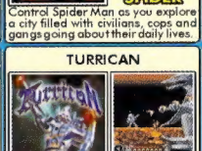
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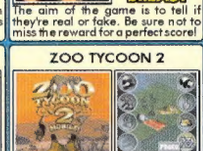
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PlayStation 2

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